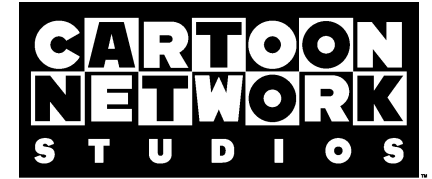




“STAKES PT 5: May I Come In”

1034-216

Network Pitch Board



ate 2/23/15

- ☒ Board Team Final
- ☒ Network Approval Board 02/23/15
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

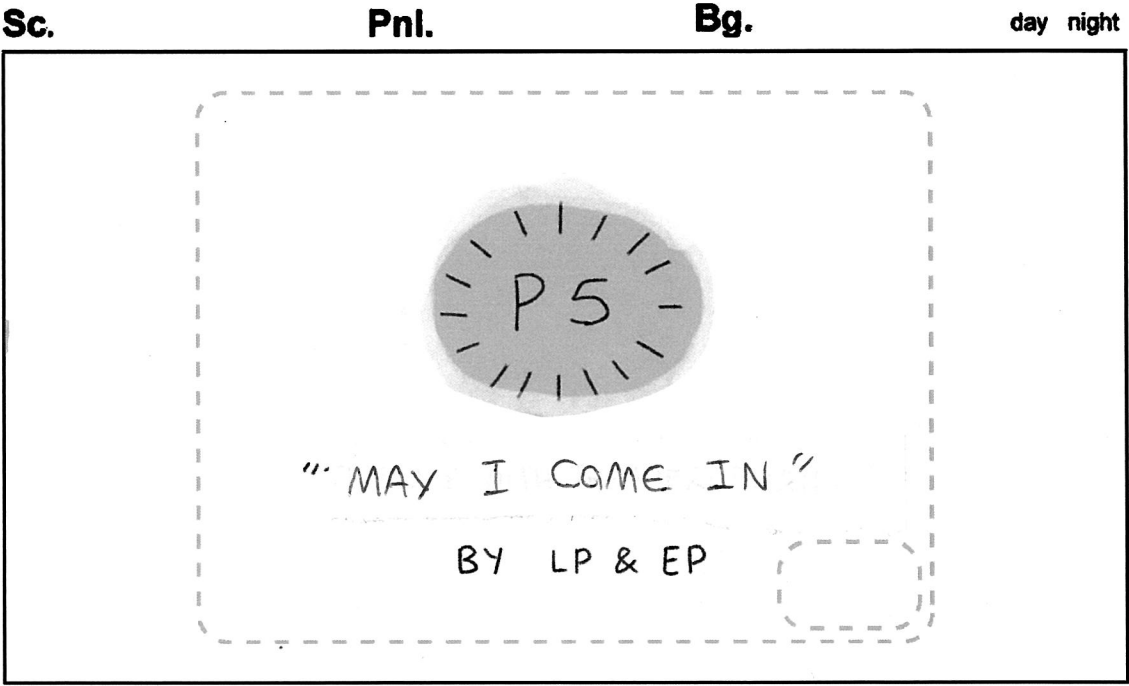
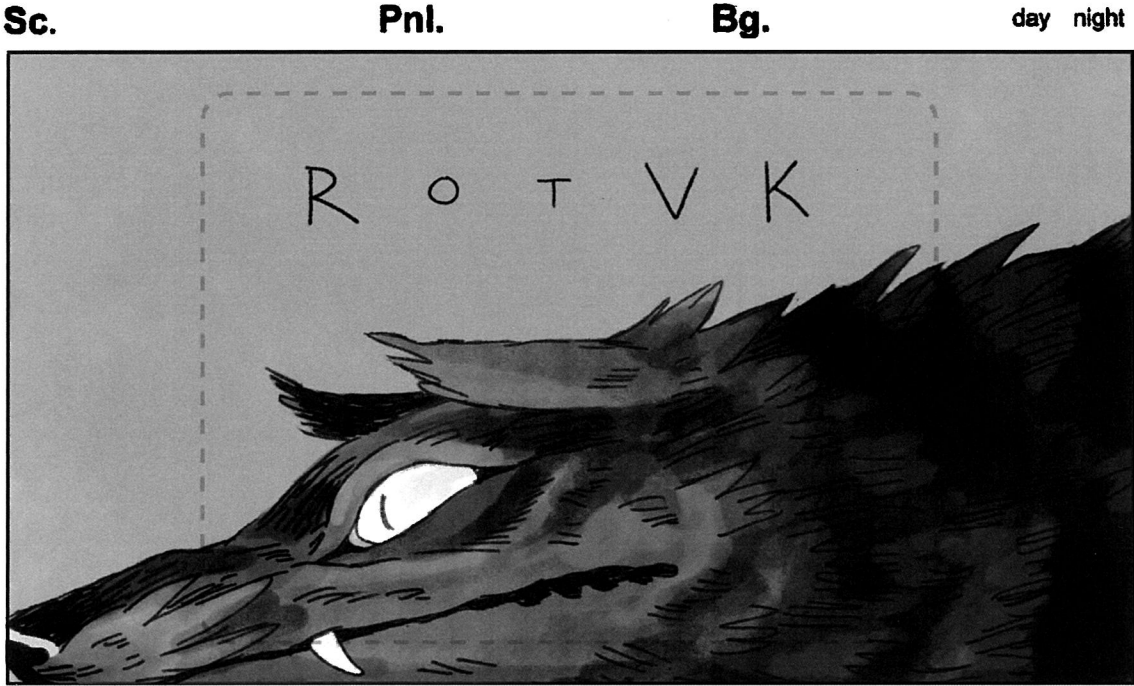
Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Luke Pearson
& Emily Partridge

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

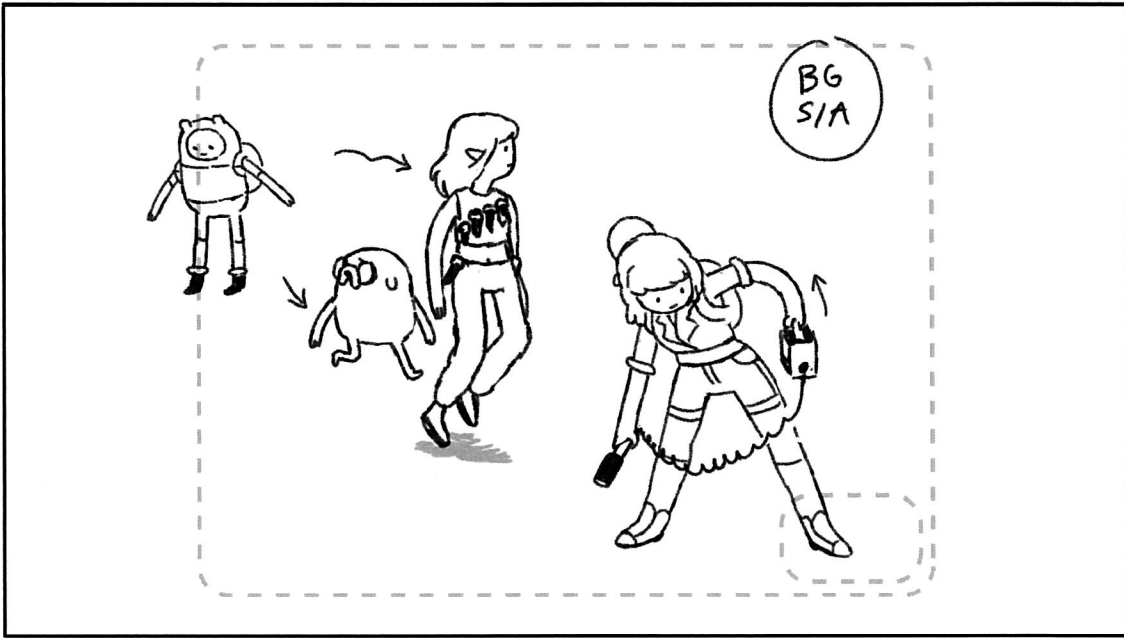
1034-216
EPISODE #
Production :

ADVENTURE TIME



Page 01

Sc. 01 Pnl. A Bg. day night Sc. 01 Pnl. B Bg. day night



-PAN UP TO
PB, M, F, J

SFX / * GIEGER COUNTER THING CLICKING *

PB / * MUMBLING TO HERSELF UNINTELLIGIBLY *



⌋ DUSK IN DEEP WOODS ⌋
- ALL FOLLOWING MOON PEARL TRAIL, LOOKING AROUND

1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



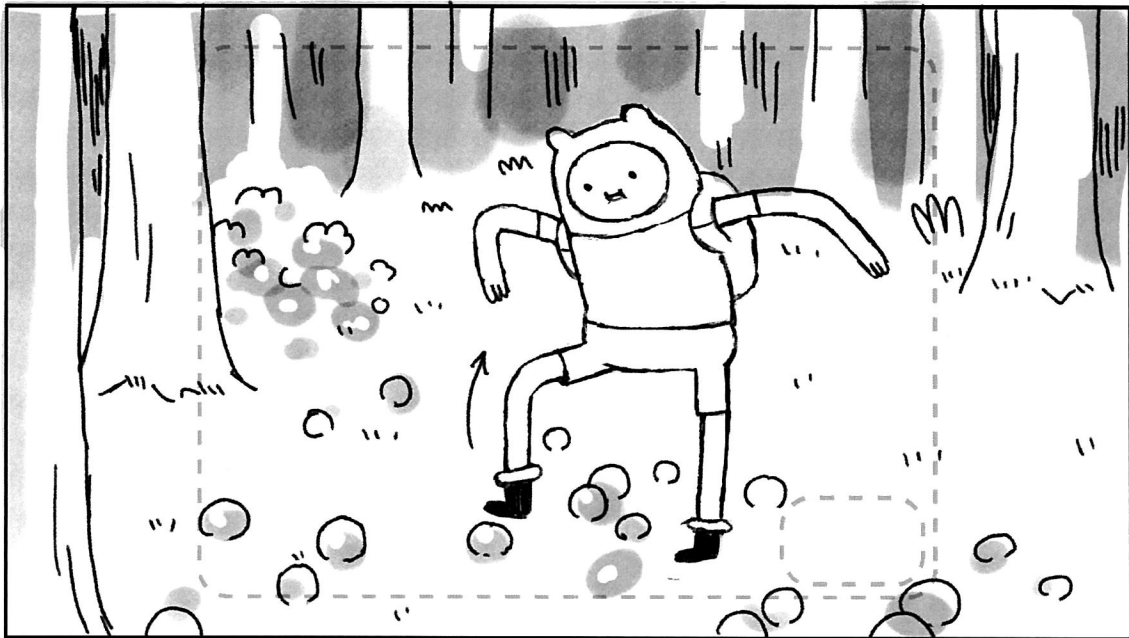
Page 02

Sc. 02

Pnl. A

Bg.

day night

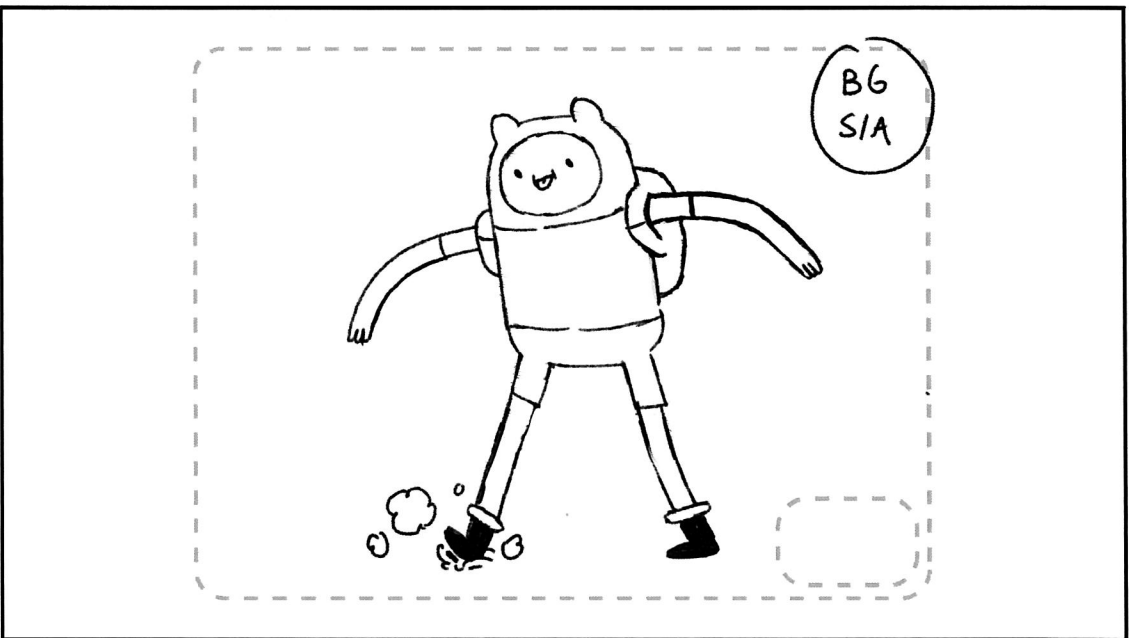


Sc. 02

Pnl. B

Bg.

day night



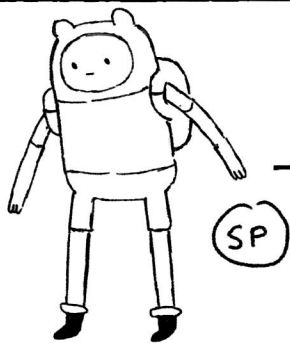
Dialog:

F: ONE VAMPIRE DOWN --

FINN / PHBBT!

SFX / * CRSH *

Action:



- F LIFTS LEG

- STOMPS PEARL, PUFF OF MOON DUST

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME

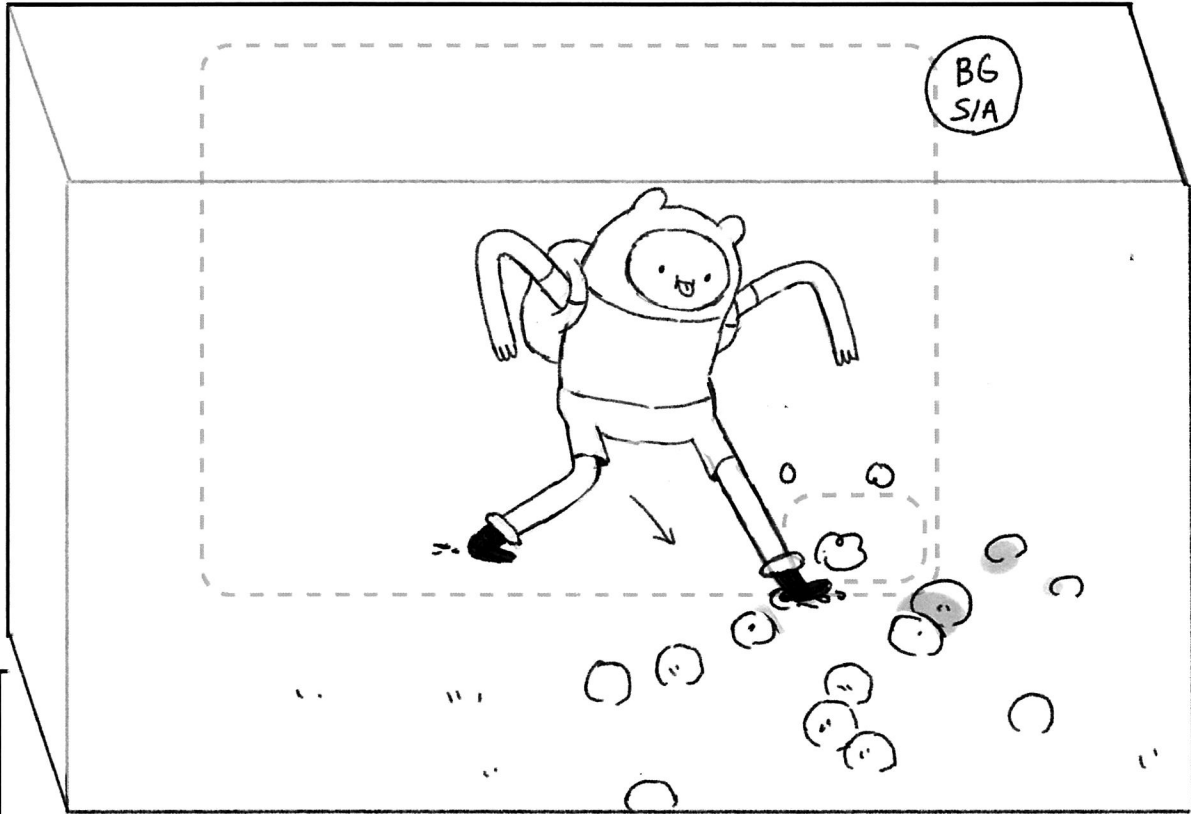


Sc. 02

Pnl. C

Bg.

day night



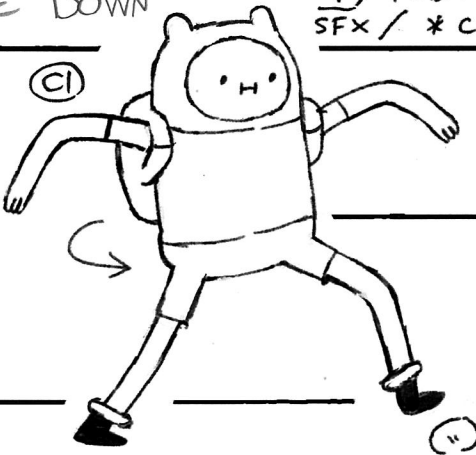
F: TWO VAMPIRE DOWN

F/ PHBT!
SFX / * CRSH *

Action:

- F PIVOTS & STOMPS
- ADJ W/ ACTION

Timing:

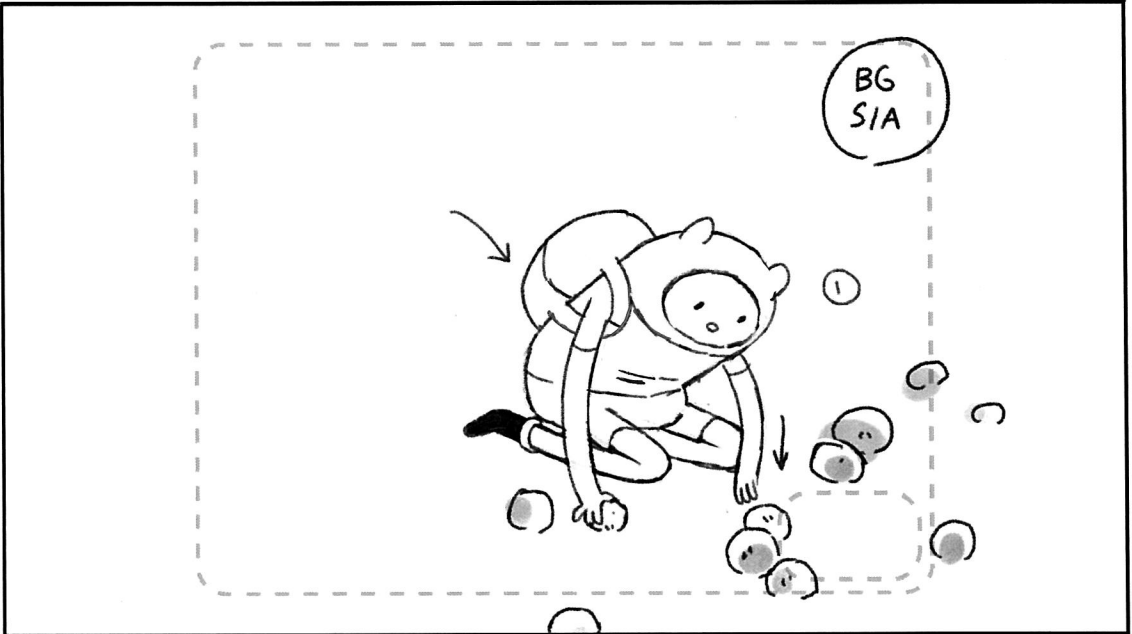


Sc. 02

Pnl. D

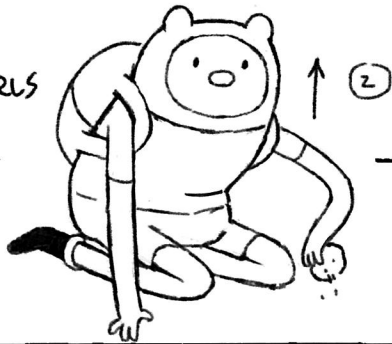
Bg.

day night



F/ JAKE! CHECK ME OUT.

- F DROPS TO HIS KNEES & GRABS PEARLS



c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



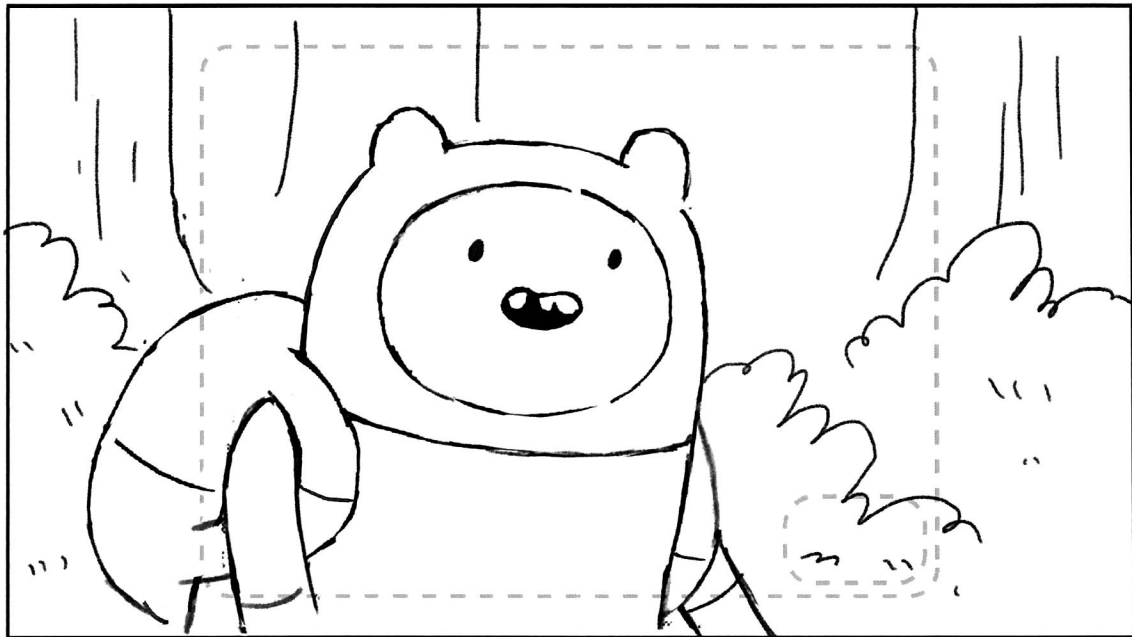
Page 04

Sc. 03

Pnl. A

Bg.

day night



Sc. 04

Pnl. A

Bg.

day night



Dialog:

F/ I'M A SELF-SUFFICIENT MOUNTAIN MAN

(A BIT WORRIED)

JAKE / FINN...

Action:



- F. LIFTS PEARLS ON/S
↑-PEARLS THROW OFF SOFT GLOW



Timing:



EPISODE # 1034-216
Production :

ADVENTURE TIME



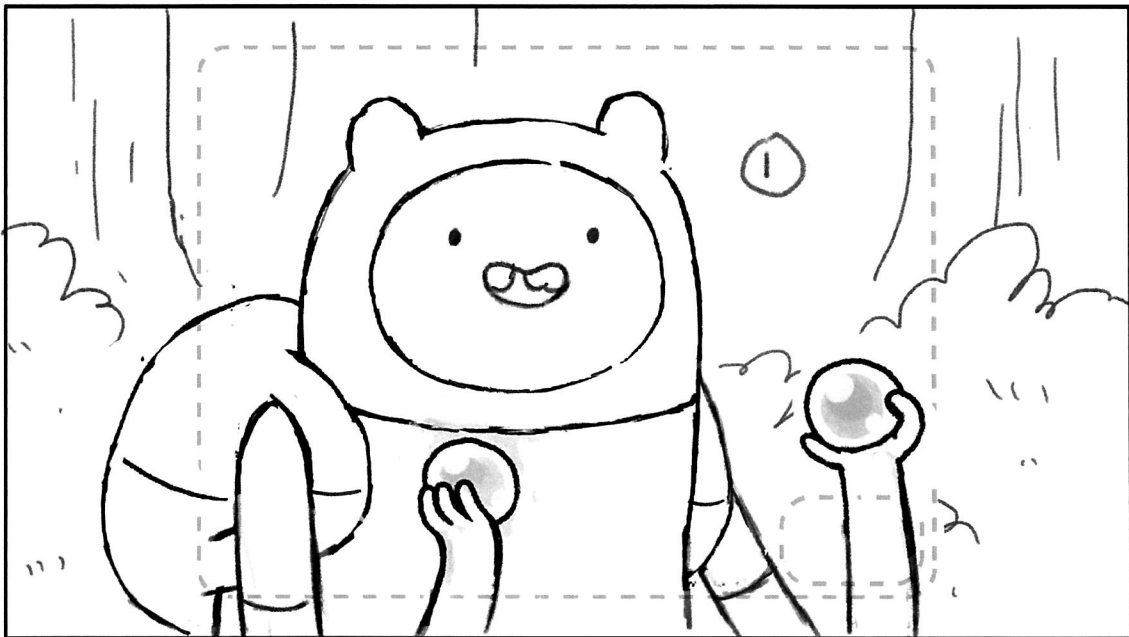
Page 05

Sc. 05

Pnl. A

Bg.

day night



Sc. 05

Pnl. B

Bg.

day night



Dialog:

F/ FORAGING! RATIONS! MAN, WHO KNOWS HOW LONG WE
COULD BE OUT HERE TRACKING THESE VAMPS DOWN.

F/ WHAT IF WE BECOME WIZENED OLD HUNTERS,
ALL EATING BARK AND JUNK OFF THE GROUND?

Action:



- F SQUISHES PEARLS INTO CHEEKS, EYES SPARKLE W/ GLOW

Timing:

1034-216

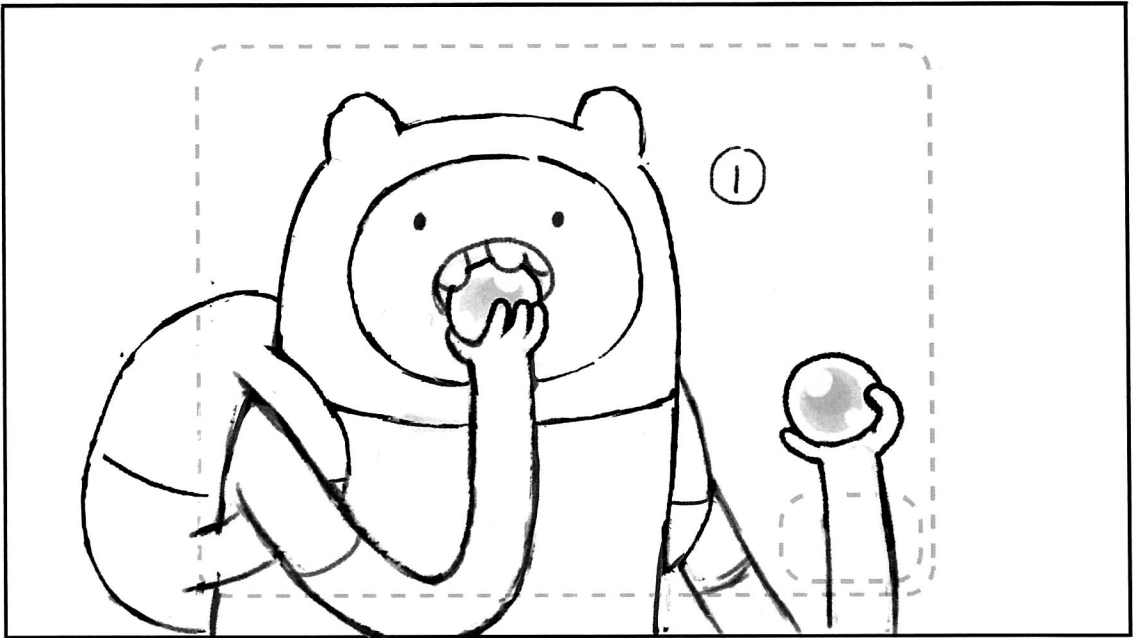
EPISODE #


Production :

ADVENTURE TIME



Sc.06 Pnl. A Bg. day night Sc.07 Pnl. A Bg. day night



Dialog:	J/ (CONCERNED) MM...	F/ AHHM —*
Action:	- F STICKS PEARL IN MOUTH, IT GLOWS THRU CHEEKS (LIKE WHEN YOU PUT A FLASHLIGHT IN YOUR MOUTH)	
Timing:		

1034-216

EPISODE #

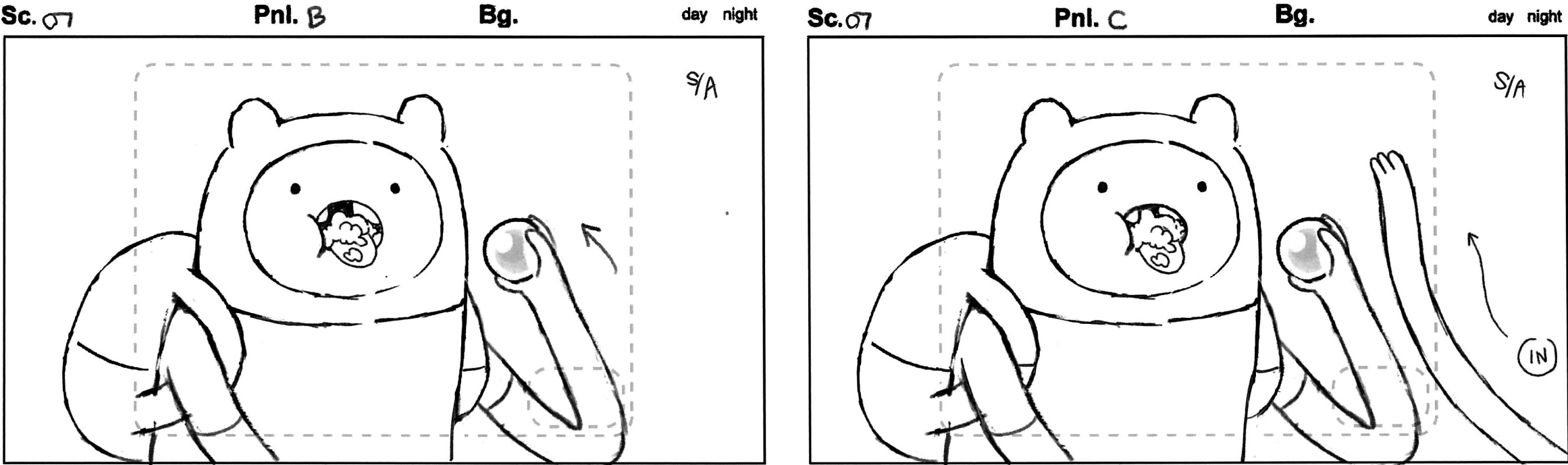
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 07



Dialog:	
F/ AHHAH ~~~~~	
Action:	
- F REVEALS MUSHED-UP PEARL	
Timing:	
- J STRETCHES ARM ON/S	

EPISODE # 1034-216

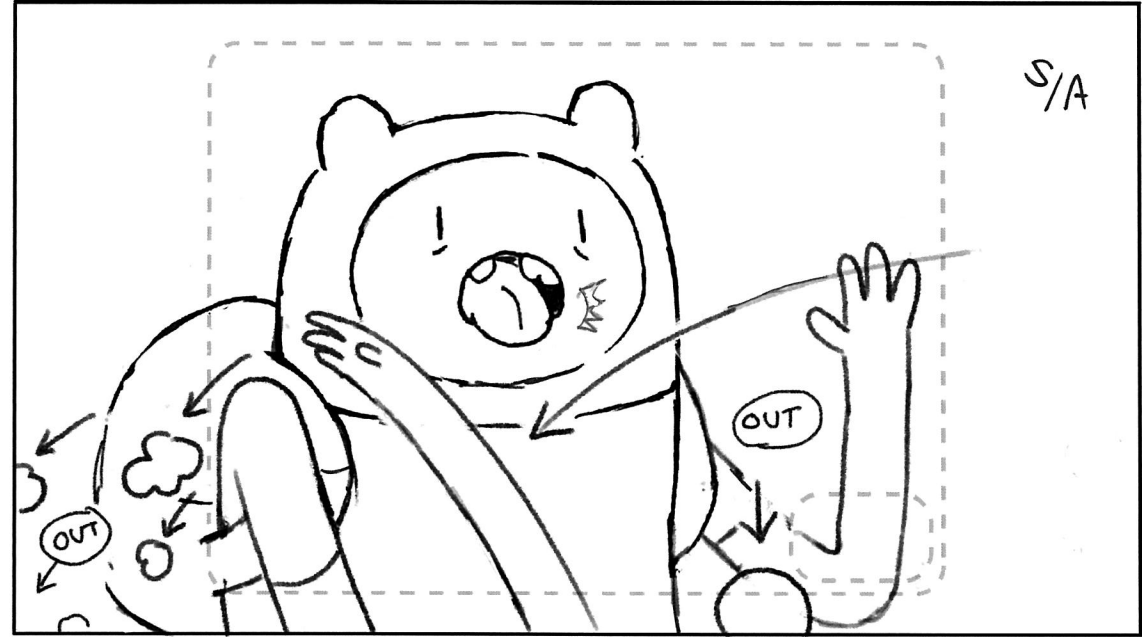
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

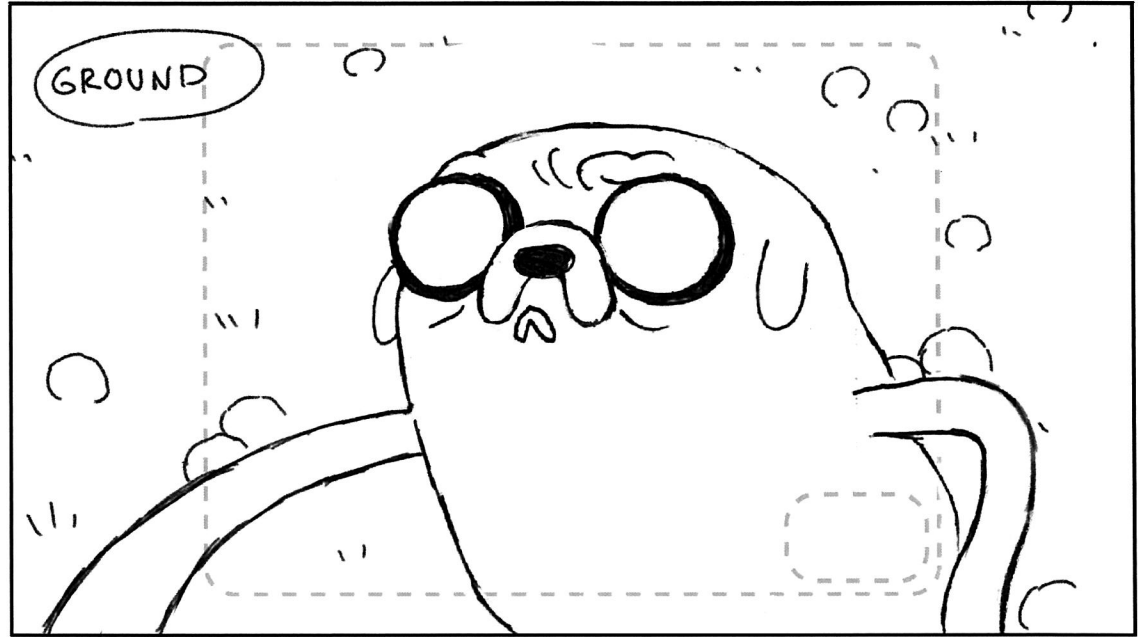
ADVENTURE TIME



Sc. 7 Pnl. D Bg. day night



Sc. 8 Pnl. A Bg. day night



Dialog:	<p><u>J</u> / (O/S) NO!! SFX / SLAP!</p>	<p><u>J</u> / DON'T PUT THAT BIZ IN YOUR <u>MOUTH</u>, MAN!</p>
Action:	<p>~ J SLAPS MUSH OFF F'S TONGUE, F DROPS PEARL</p>	
Timing:		

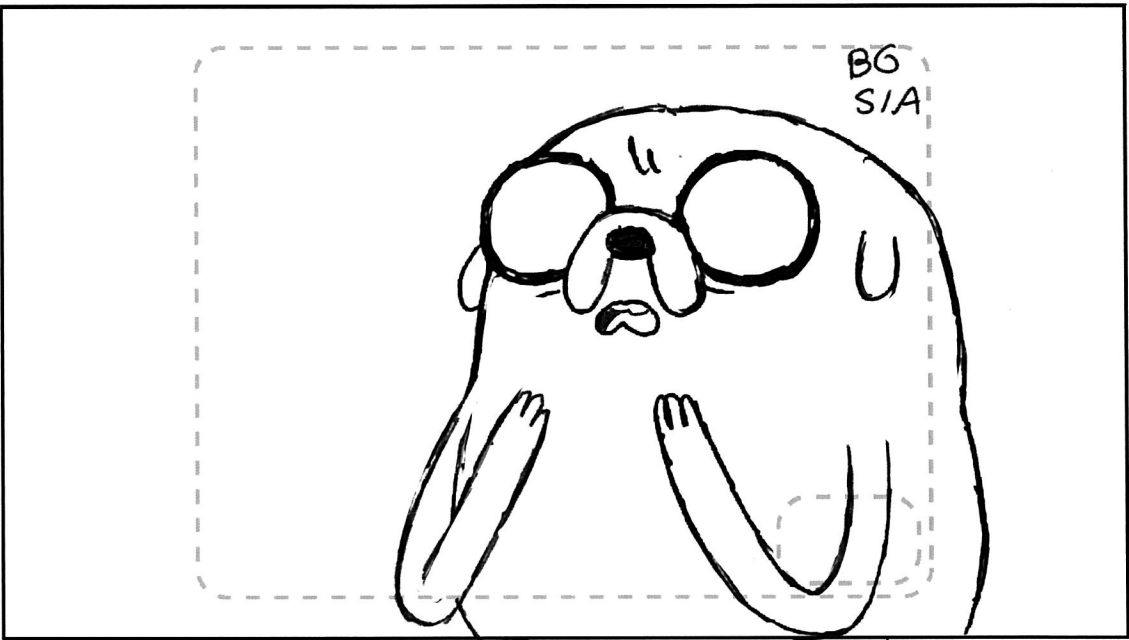
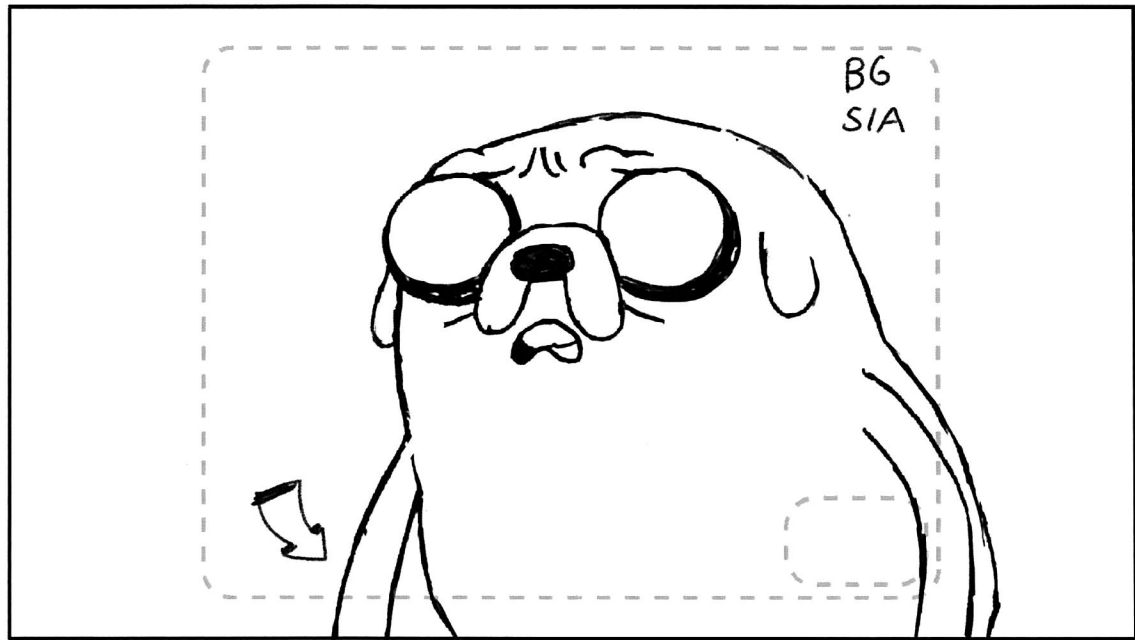
EPISODE # 1034-216
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 8 Pnl. B Bg. day night Sc. 8 Pnl. C Bg. day night



Dialog: <u>J</u> / THEY COULD BE BOOBIE - TRAPPED!		<u>J</u> / OR ... POISONED! OR —	
Action:			
Timing:			

EPISODE # 1034-216
Production :

ADVENTURE TIME



Sc. 8

Pnl. D

Bg.

day night

Sc. 8

Pnl. E

Bg.

day night

Dialog:

M/ HEY, CHILL. THESE PEARLS WERE DROPPED BY THE MOON; SHE'S NOT LIKE THE OTHER VAMPIRES.

Action:

- M FLOATS DOWN ON/S

Timing:

M/ HER MAIN POWER IS HEALING - SHE'S ALL DEFENSE.

-M NOT SELLING IT SUPER HARD, HE OF OMISSION-STYLE

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

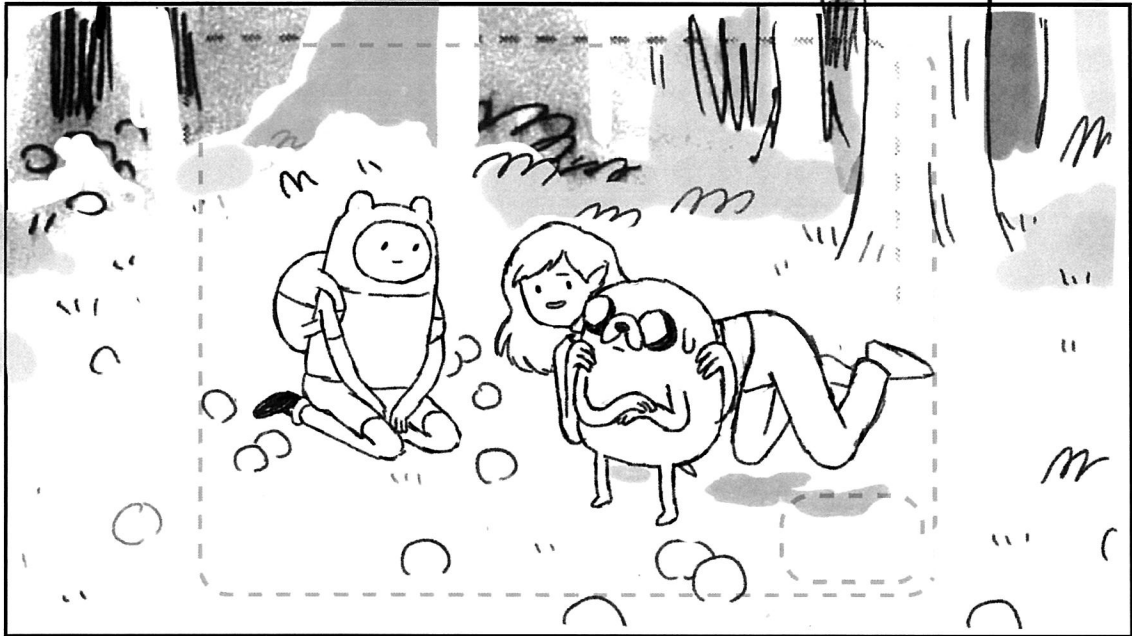


Sc. 09

Pnl. A

Bg.

day night

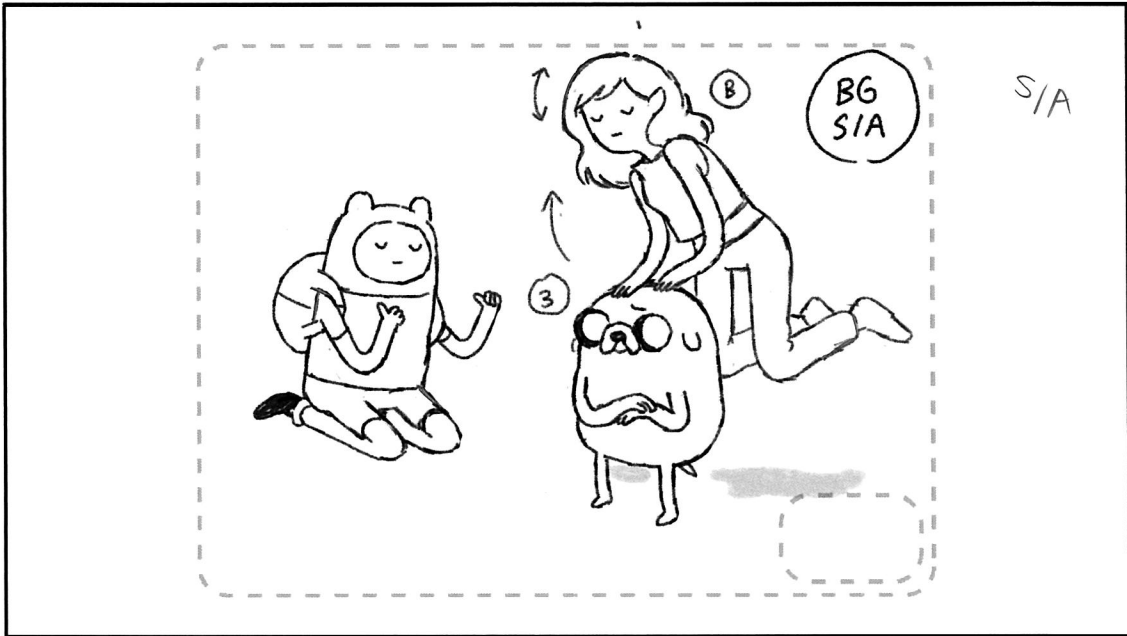


Sc. 09

Pnl. B

Bg.

day night



Dialog:

M/ IT'LL BE LIKE FIGHTING A CUTTING BOARD.

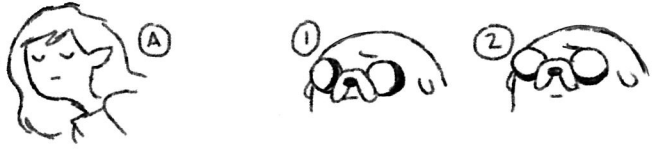
F: MM-HM.

J/ MMM ...

Action:

_ F THUMBS UP, M NODS, J HESITANTLY LOOKS AROUND

Timing:



1034-216

EPISODE #

Production :

ADVENTURE TIME

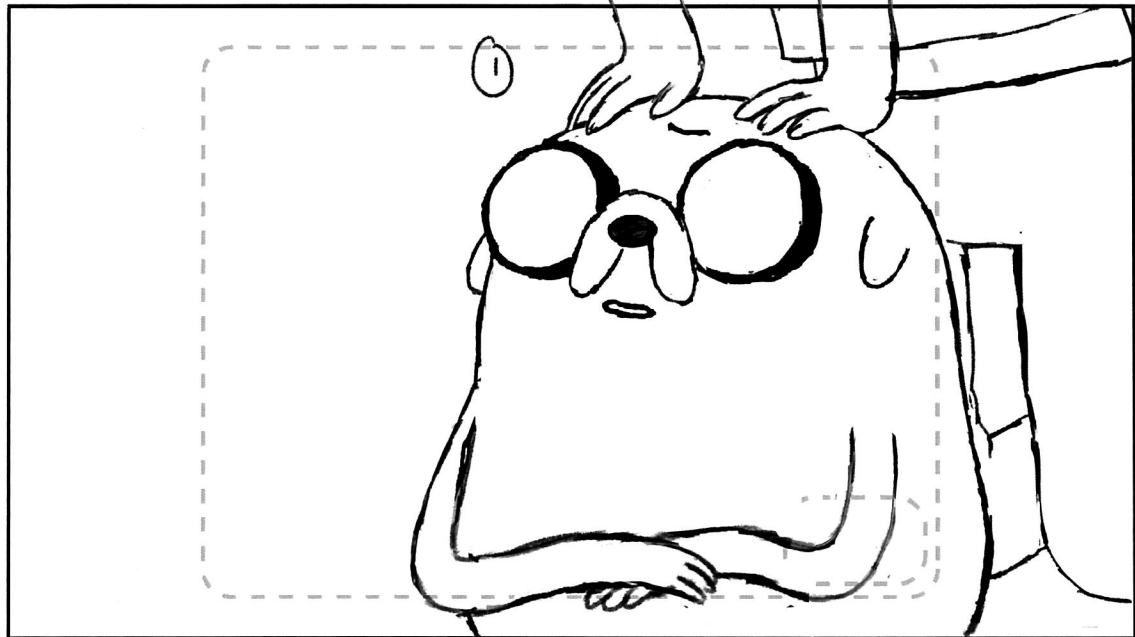


Sc. 10

Pl. A

Bg.

day night

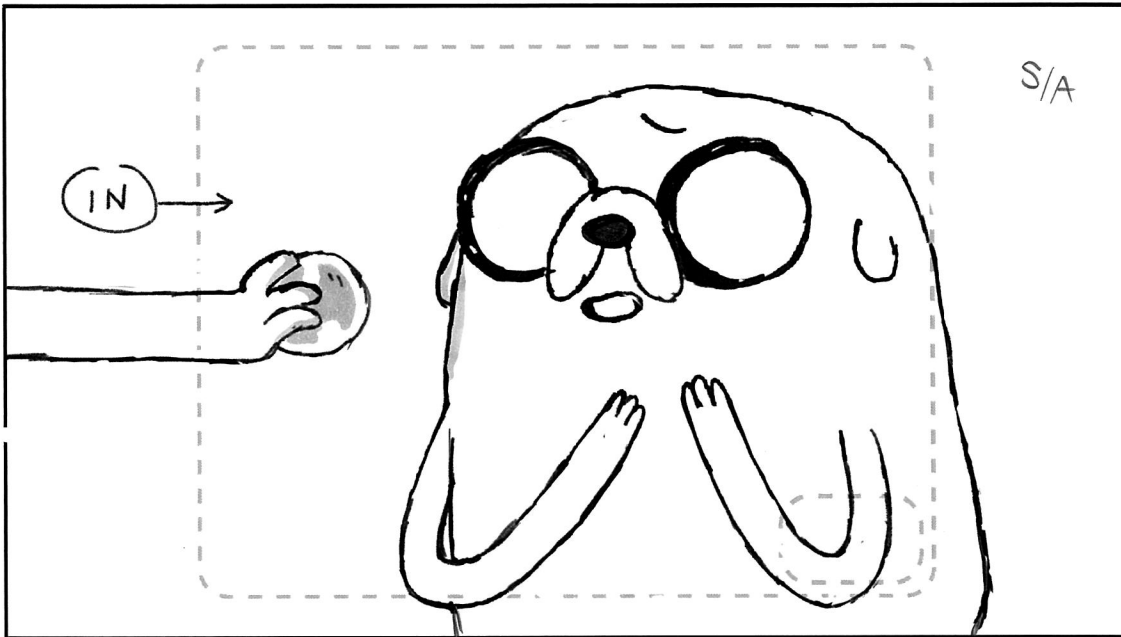


Sc. 10

Pl. B

Bg.

day night



Dialog:

J/ OK ...

J/ ANYWAYS, WE SHOULD TRY TO FIND HER BEFO —

Action:

— M. RISES OFF / S

Timing:

— F HAND SLOOOOWLY REACHES IN.

1034-216

EPISODE #

Production :

ADVENTURE TIME

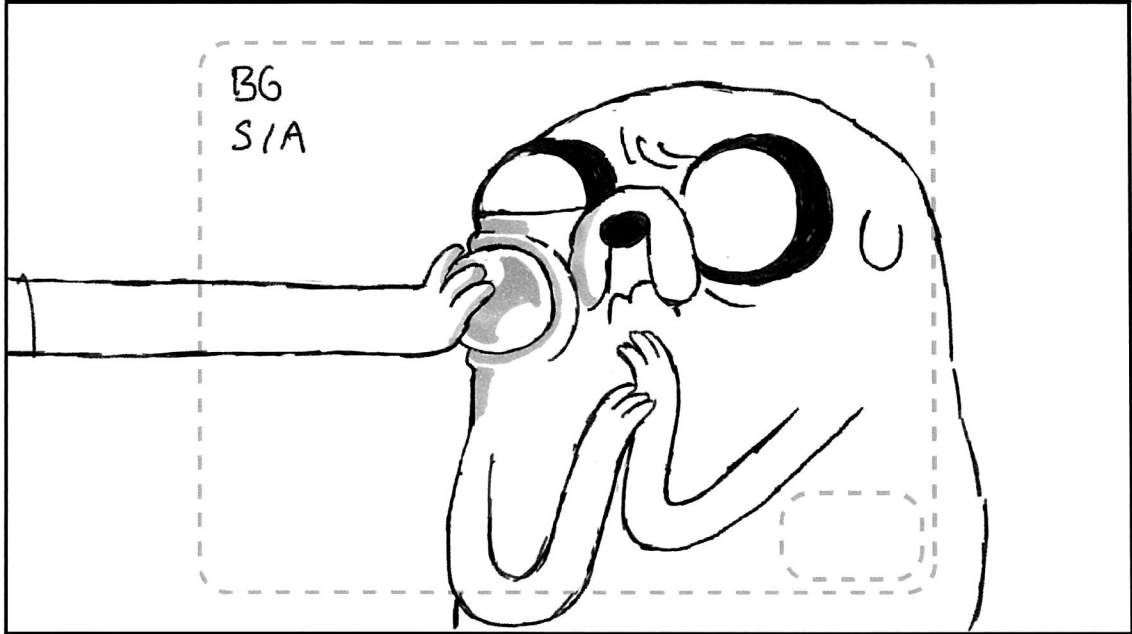


Sc. 10

Pnl. C

Bg.

day night

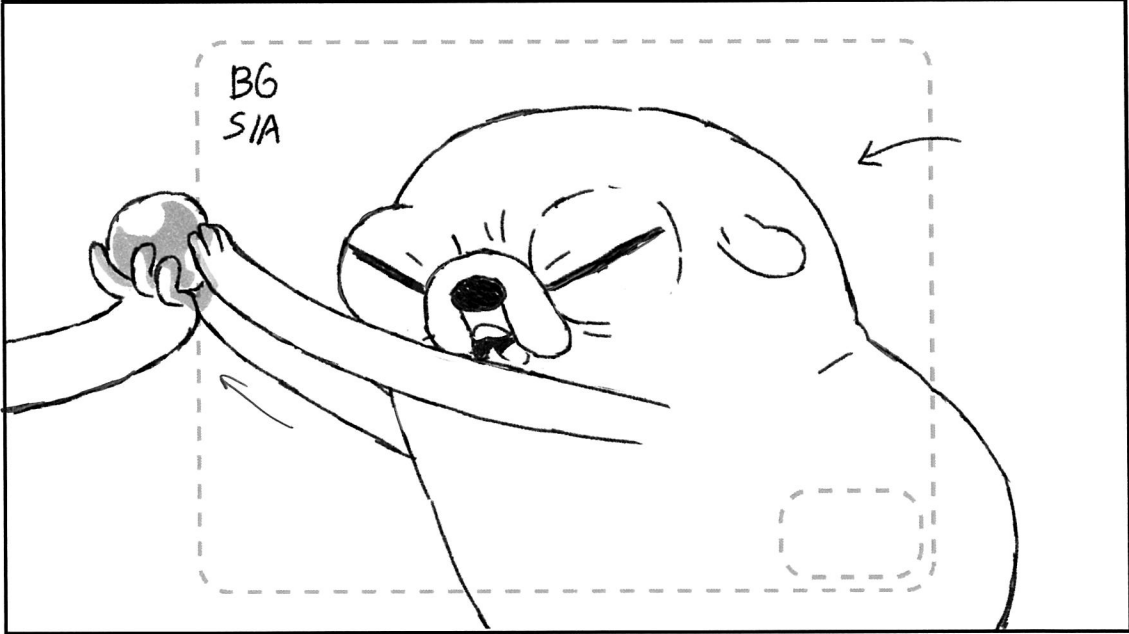


Sc. 10

Pnl. D

Bg.

day night



Dialog:

J/ !

Action:

- F SHOVES PEARL IN J'S FACE

Timing:

J/ NO!

- J. PUSHES AWAY PEARL.

EPISODE # 1034-216

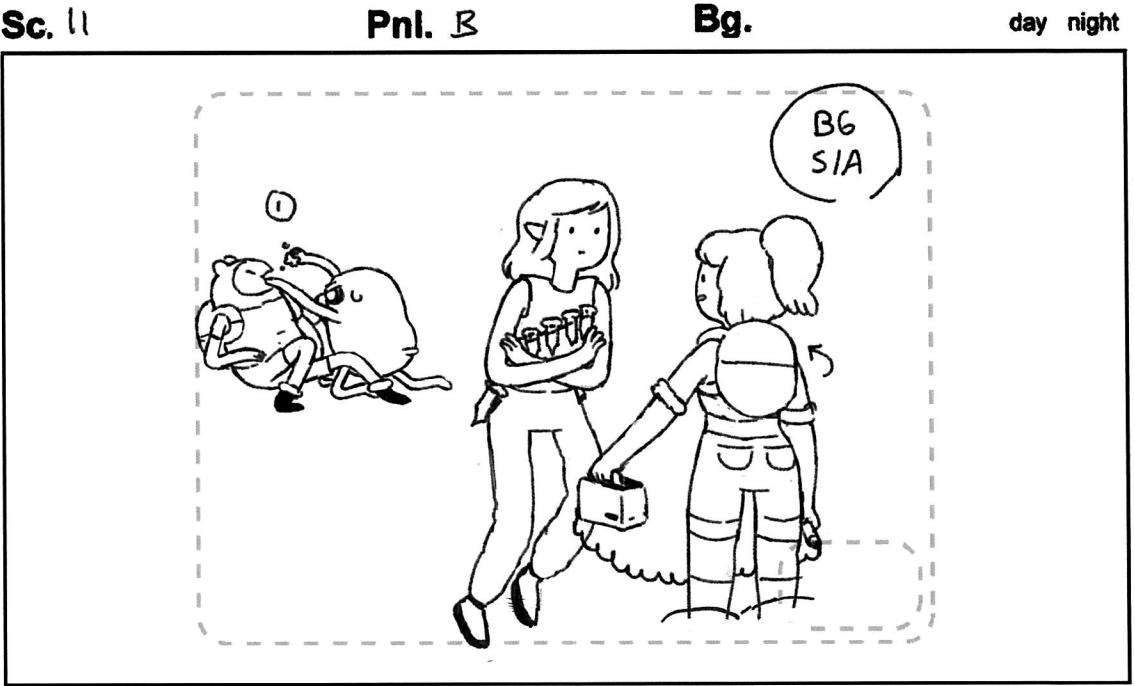
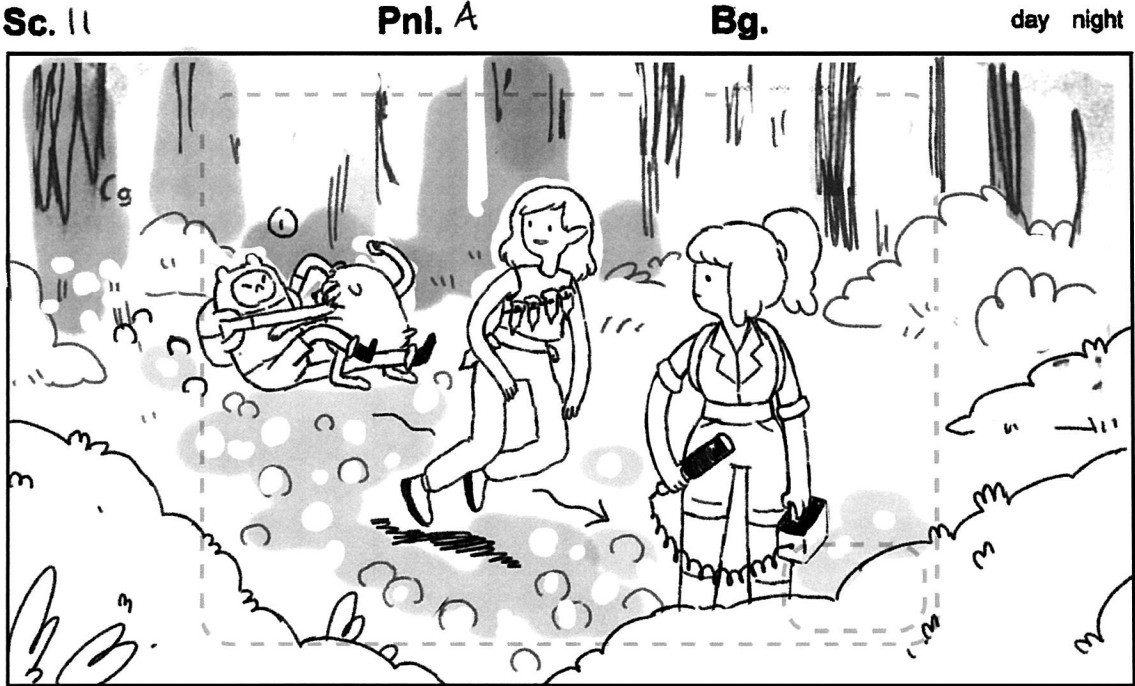
Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 14



Dialog:	
<u>F&J</u> / * WRASSLIN NOISES * <u>M</u> / * SNICKERS *	<u>PB</u> / SEE, MARCY? ISN'T VAMPIRE HUNTING BETTER WITH FRIENDS?
Action:	
 <u>F&J SCUFFLING IN BG, M FLOATS OVER TO PB</u>	
Timing:	

EPISODE # 1034-216 Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 15

Sc. 12

Pnl. A

Bg.

day night



Sc. 13

Pnl. A

Bg.

day night



Dialog:

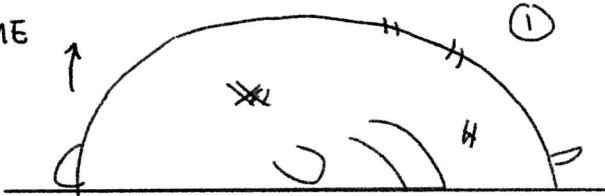
M/ ... I GUESS.

Action:

Timing:



- J STANDS INTO FRAME



1034-216

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



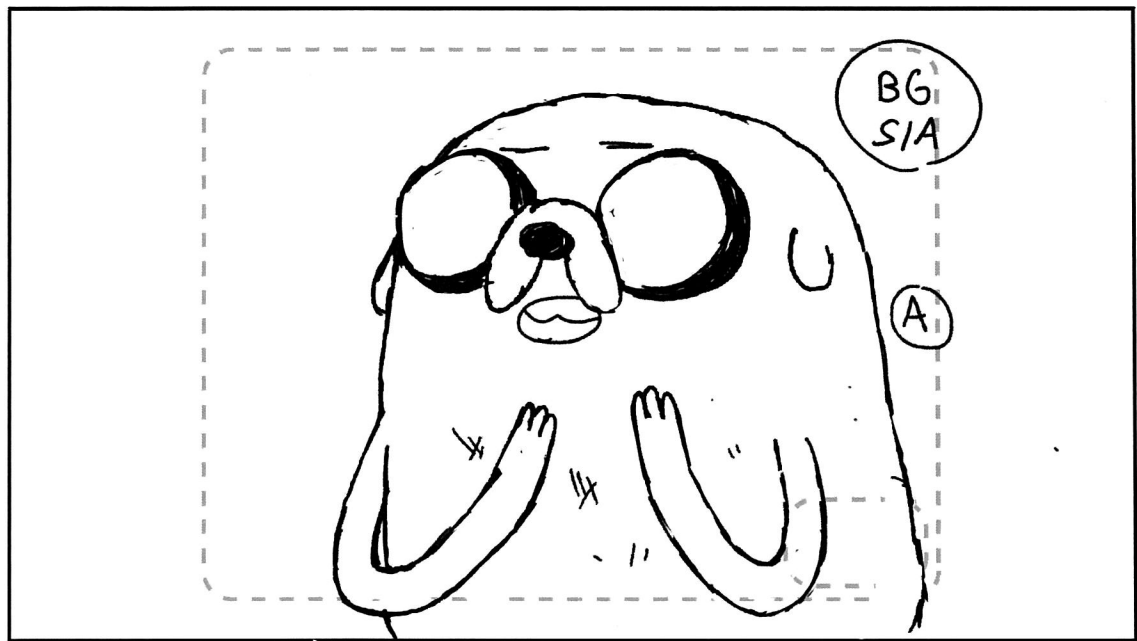
Page 16

Sc. 13

Pnl. B

Bg.

day night

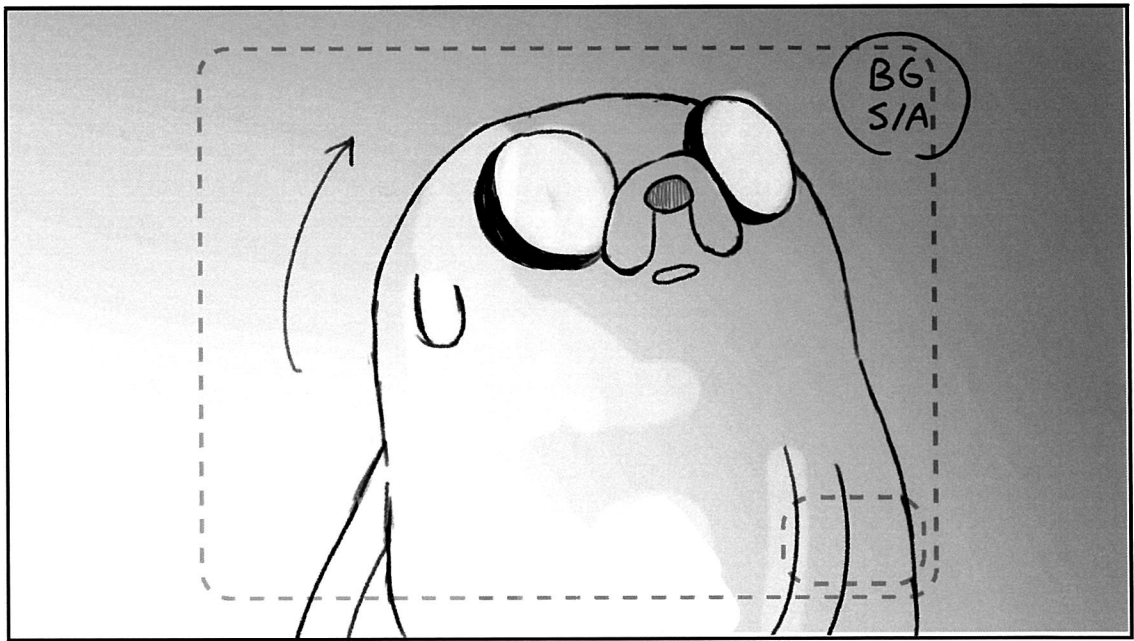


Sc. 13

Pnl. C

Bg.

day night



Dialog:

J/ ANYWAYS -

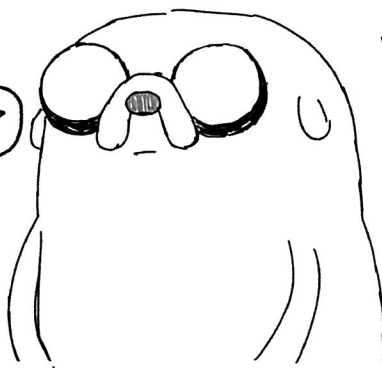
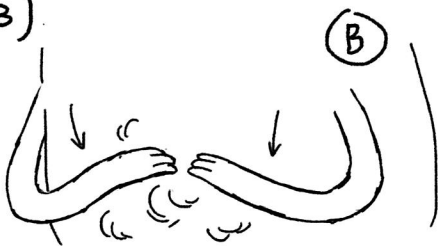
J/ I DON'T CARE HOW EASY
THIS IS SUPPOSED TO BE,

Action:

J BRUSHES SELF OFF (A B A B)

- BG DARKENS A TINY BIT (SLOWLY) (SP)

Timing:



1034-216

EPISODE #

Production :

ADVENTURE TIME



Page 17

Sc. 14

Pnl. A

Bg.

day night

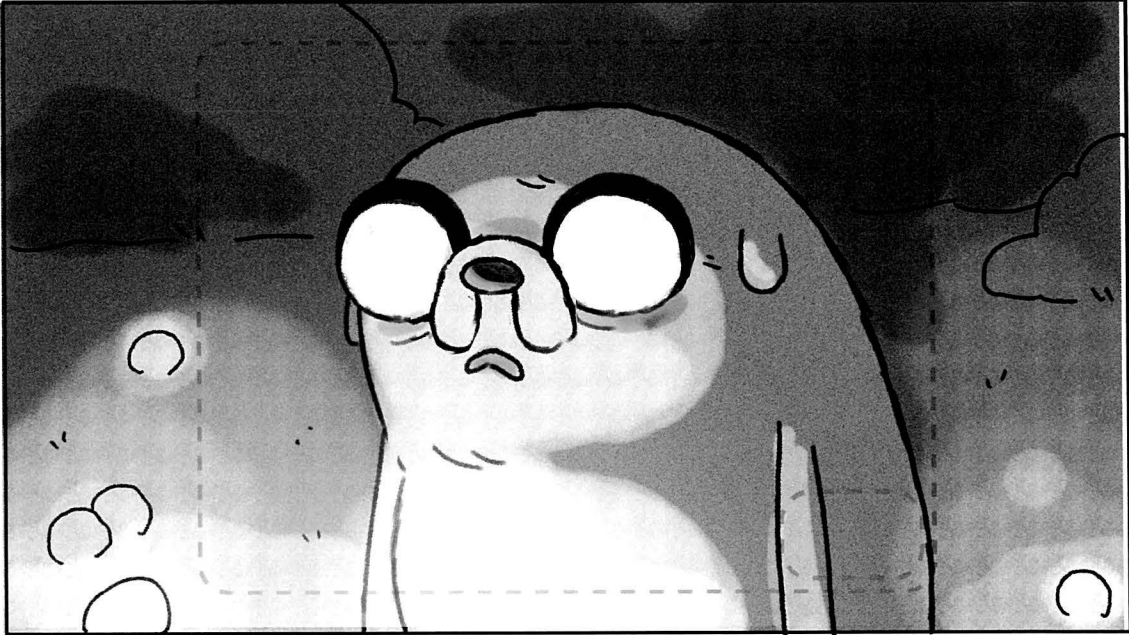


Sc. 15

Pnl. A

Bg.

day night



Dialog:

(TALKING FASTER THE CLOSER HE GETS TO THE END OF THE SENTENCE)

J/ WE SHOULD HOLE UP SOMEWHERE BEFORE THE SUN GOES DOWN IT'S DOWN

J/ GREAT! WAY CREEPIER

Action:



SUDDENLY DARK, PEARLS GLOWING

Timing:

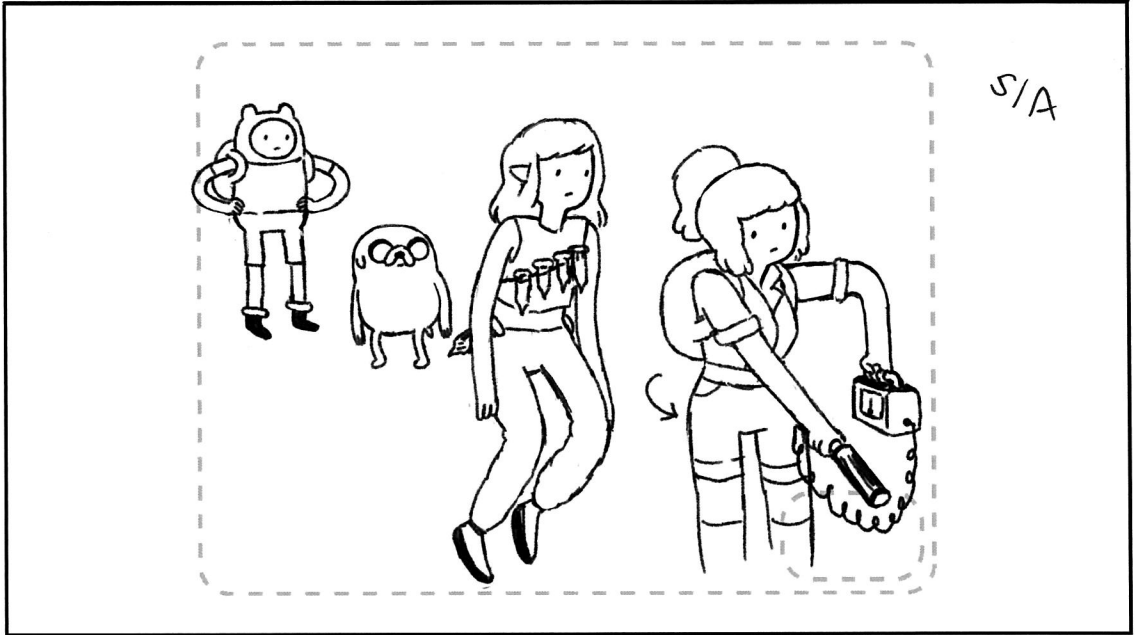
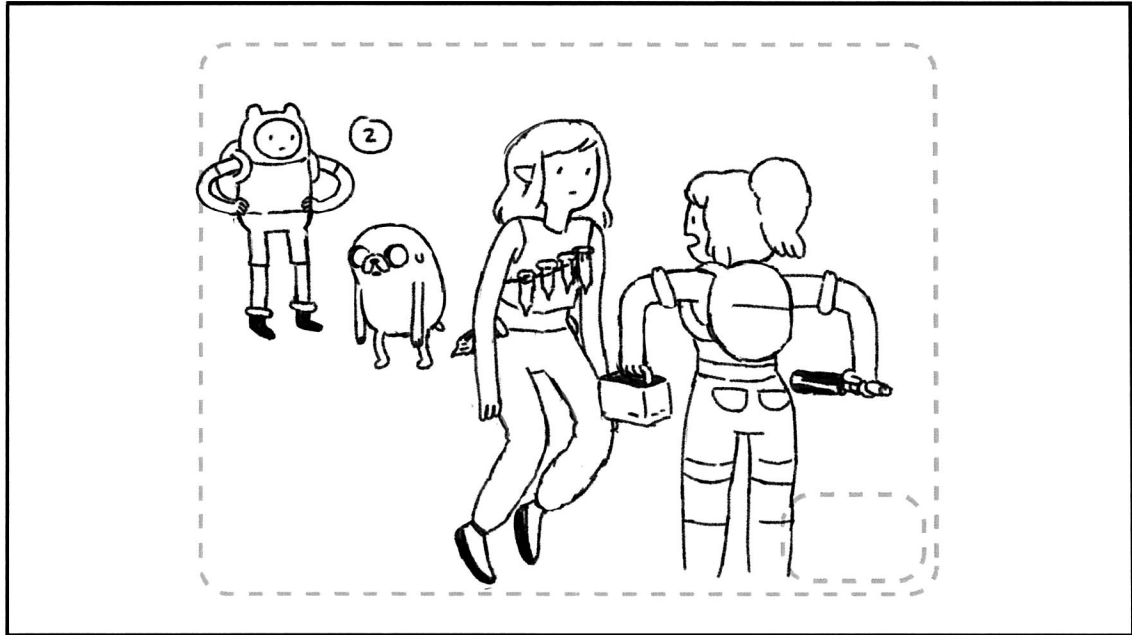
EPISODE # 1034-216

Production :

ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night Sc. 16 Pnl. B Bg. day night



Dialog: PB/ YEP! LET'S GET GOING. PB/ HM ... SFX/ KUKK KK (GEIGER THING)

Action: - PB TURNS AROUND AND USES THE DETECTOR AGAIN.

Timing:

c 2009 This material is the Property of The Cartoon Network, Inc. It is Unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

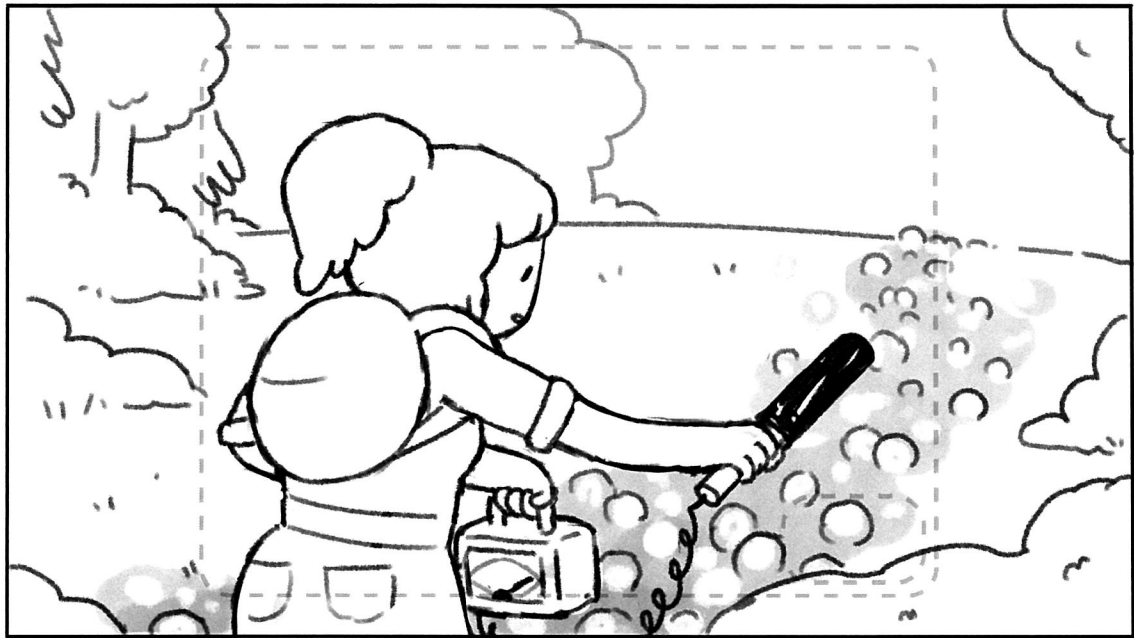


Sc. 17

Pnl. A

Bg.

day night

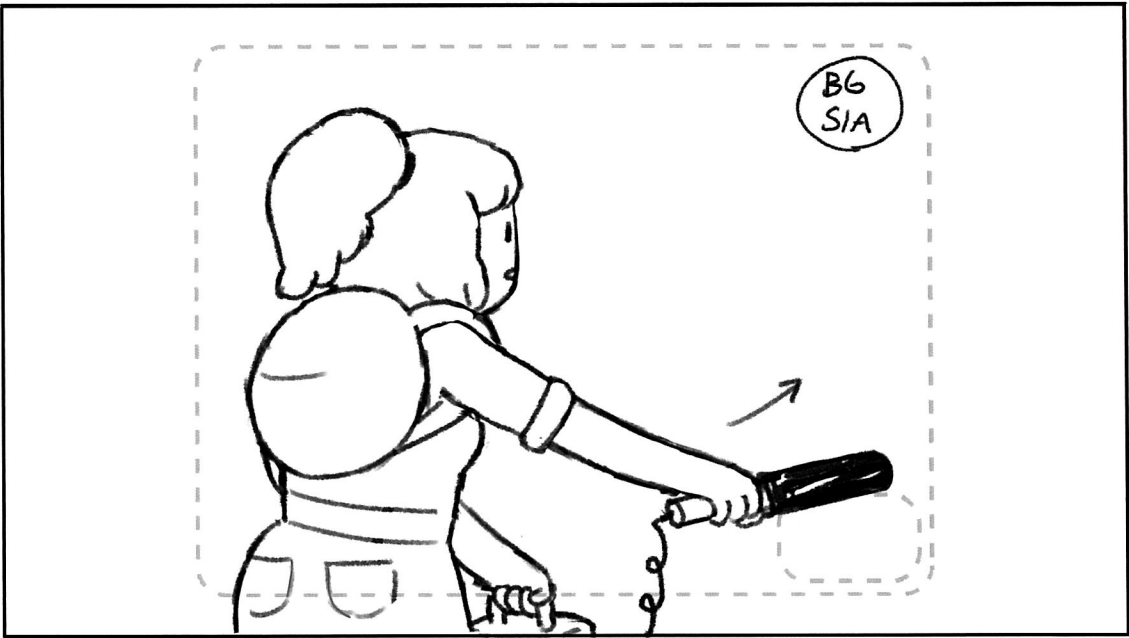


Sc. 17

Pnl. B

Bg.

day night



Dialog:

PB/ MY VAMPIRE THINGY IS INDICATING HIGH
LEVELS OF VAMPIRE JUNK IN ...

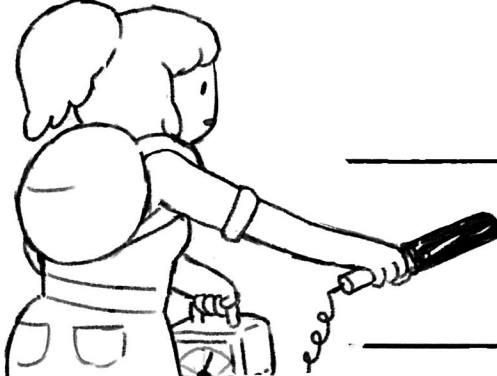
PB/ THIS DIRECTION.

Sfx/ * CLICKING *

Action:

— PB POINTS @ TRAIL

Timing:



1034-216

EPISODE #

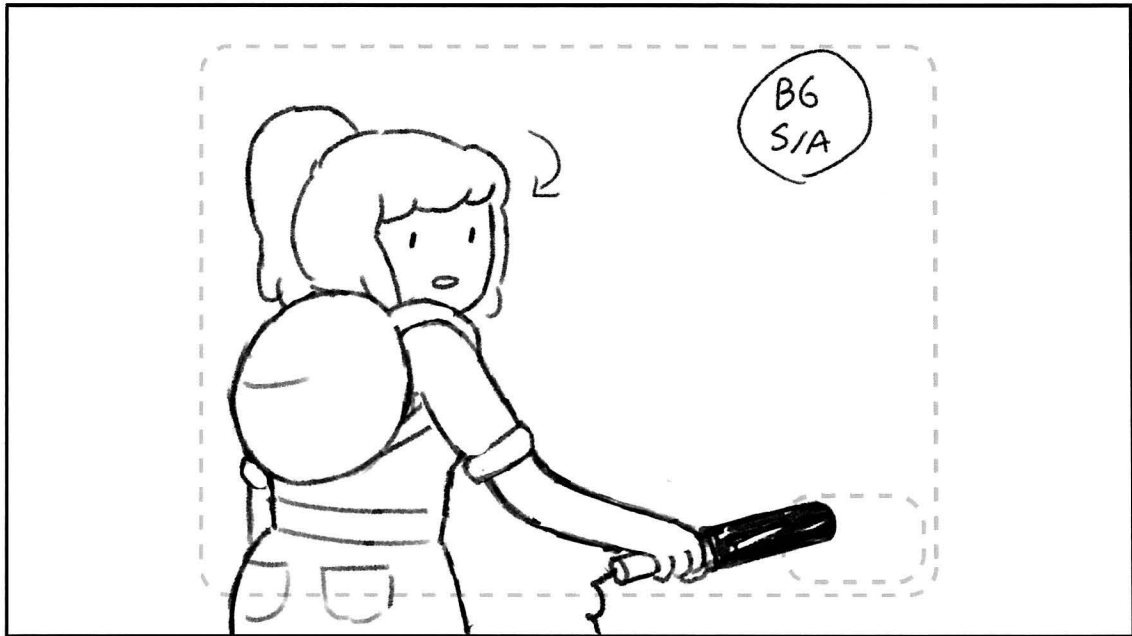
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 17 Pnl. C Bg. day night Sc. 18 Pnl. A Bg. day night



Dialog:
<u>PB</u> / COME ON!
Action:
Timing:

EPISODE # 1034-216
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 18

Pnl. B

Bg.

day night

Sc. 18

Pnl. C

Bg.

day night

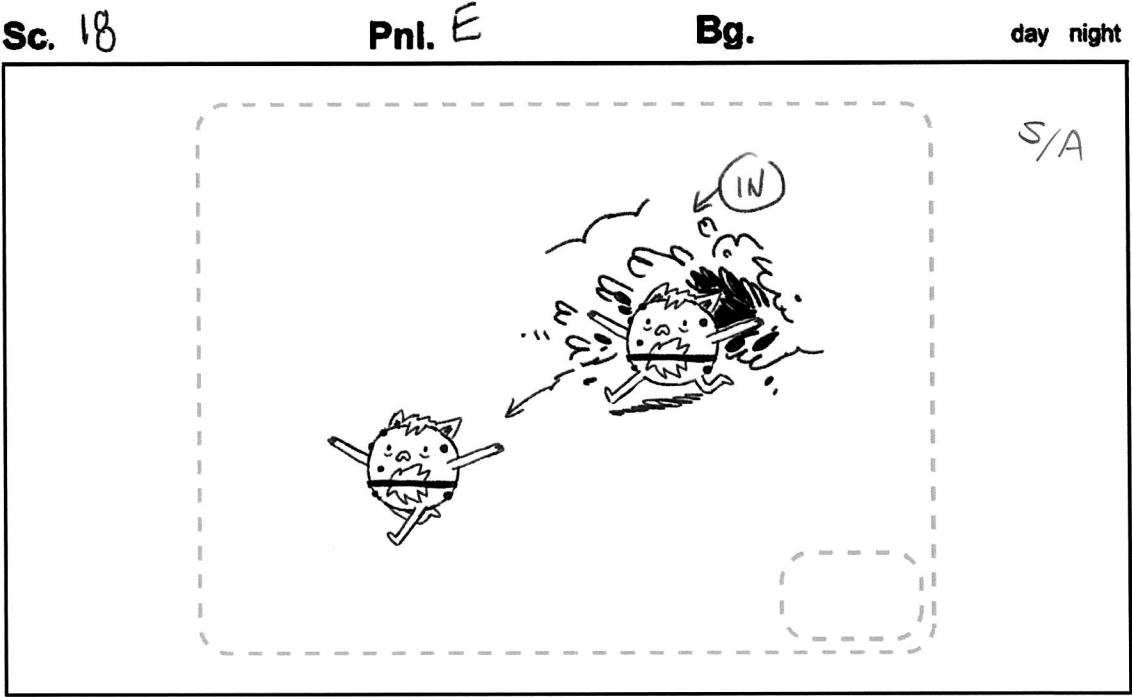
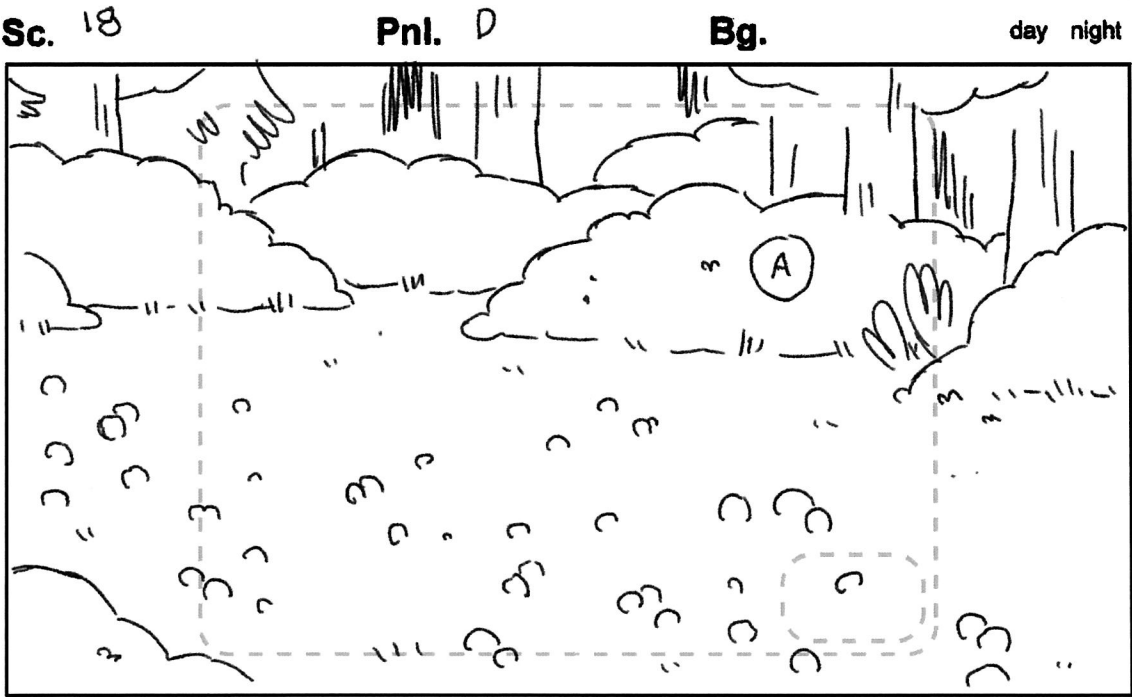
Dialog:	SFX / * THING CLICKING *	SFX / * CLICKING FADES *
Action:	- M SHRUGS TO F & J AS THEY FOLLOW PB	- PB, M, F+J GO OFF/S.
Timing:		

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 22



Dialog:

SFX/ * BUSHES RUSTLING *

SFX/ CRASH!

CRUNCHY: HUFF HUFF HUFF

WILD PREY CRUNCHY

Action:

-CRUNCHY CRASHES THRU BUSH

Timing:

FOX EARS & BELLY

FANNY PACK

EPISODE # 1034-216

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

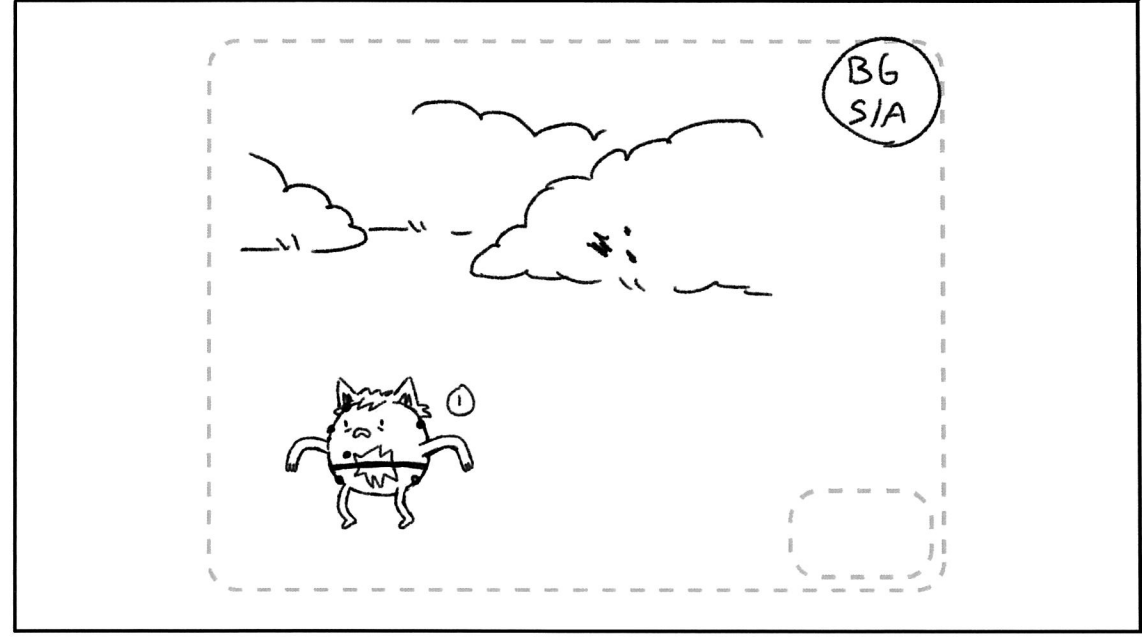


Sc. 18

Pnl. F

Bg.

day night

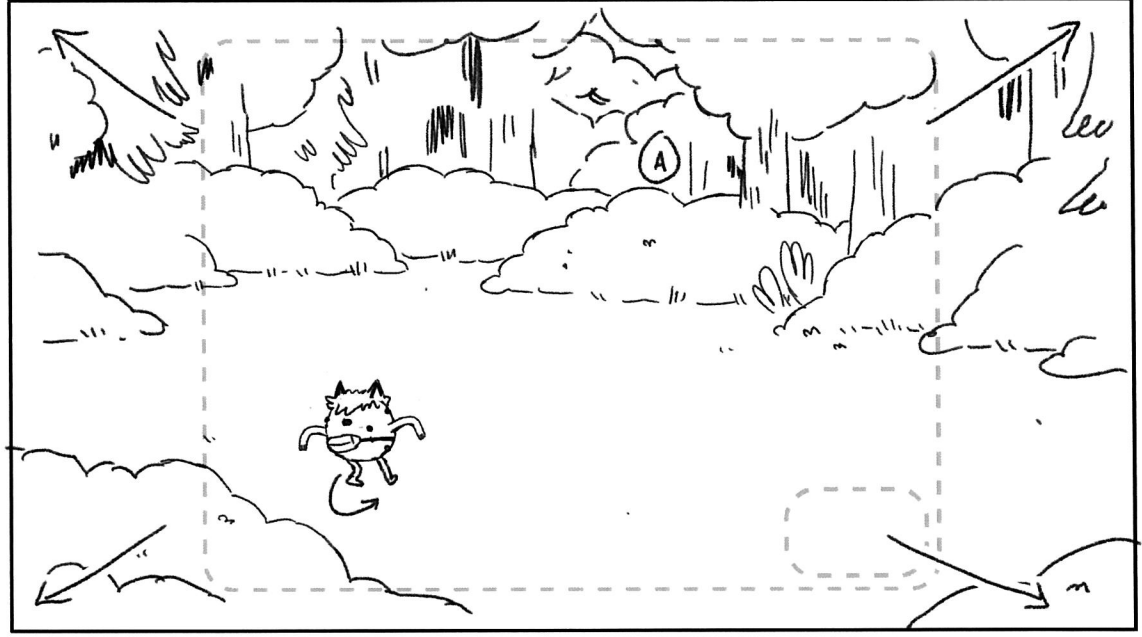


Sc. 18

Pnl. G

Bg.

day night



Dialog:

C / * PANTING, SORT OF WHIMPERING *

Sfx / * BUSHES RUSTLING, LOUDER *

C / * GASPS *

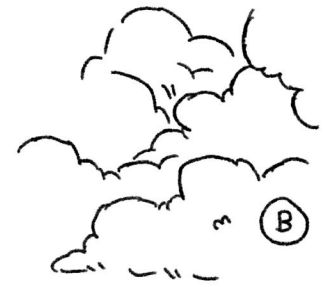
Action:



C GLANCES AROUND

- C SPINS AROUND
- TRUCK OUT

Timing:



1034-216

EPISODE #

Production :

ADVENTURE TIME



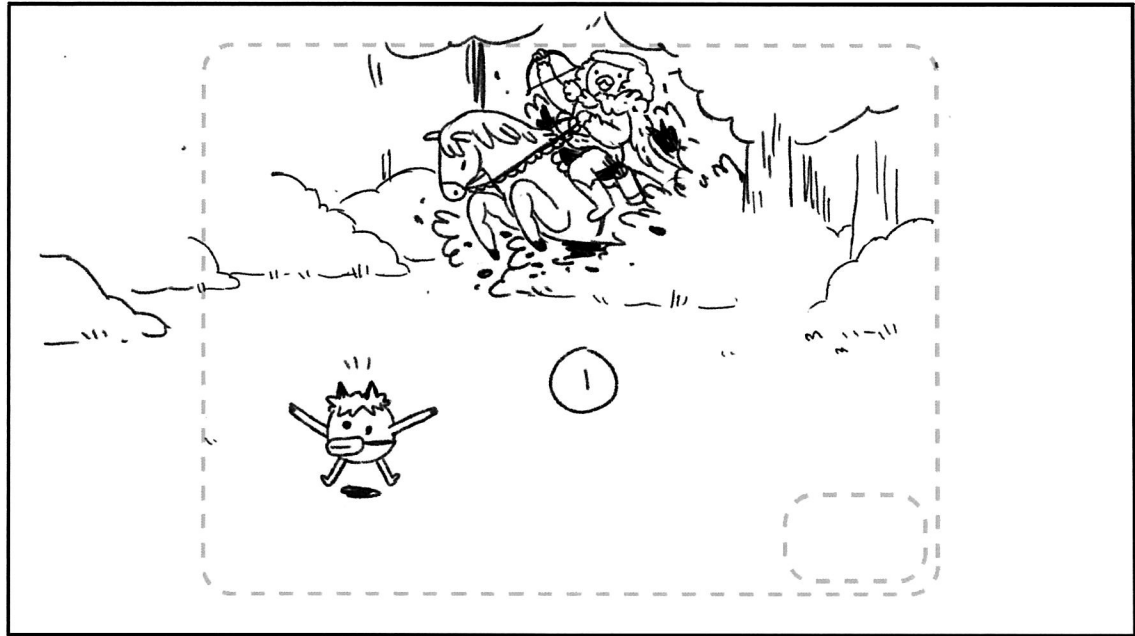
Page 24

Sc. 18

Pnl. H

Bg.

day night



Sc. 19

Pnl. A

Bg.

day night



Dialog:

SFX / CRASH!!!
C / AAGH!

Action:

- KOO ON HAYDANCY (IDK CAN WE NAME HER THAT) BURSTS THROUGH BUSHES

Timing:



- KOO HOLDS
BOW AND
BLUNT-TIPPED
ARROW



FANCY HUNTER
KOO
~
MEDIEVAL
STEEZ
~
ERMINE
LINED CLOAK
~
FANCY TUNIC

EPISODE # 1034-216

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



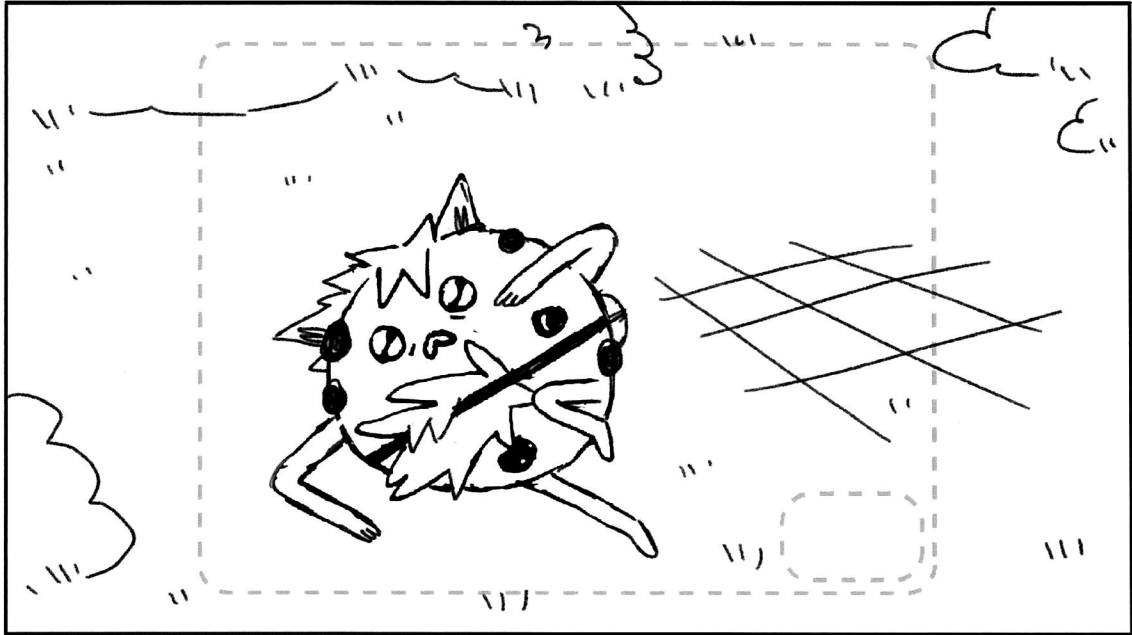
Page 25

Sc. 20

Pnl. A

Bg.

day night



Sc. 21

Pnl. A

Bg.

day night



Dialog:

C/ STOP! PLEA-EASE! (SOBBING A BIT)

KOO: HA HA NO! DON'T BE SUCH A NERD, CRUNCHY.

Action:

- KOO SETTING UP ARROW

Timing:



1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 21 Pnl. B Bg. day night Sc. 21 Pnl. C Bg. day night



Dialog:	<p>KOO/ HUNTING IS THE MOST ROYAL OF SPORTS! MY STATUS <u>OBLIGES</u> ME TO PARTICIPATE!</p>	<p>KOO/ THE PEOPLE EXPECT IT OF THEIR PRINCESS - KING.</p>
Action:	<p>DRAWING ARROW WHILE HE TALKS</p>	
Timing:		

1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



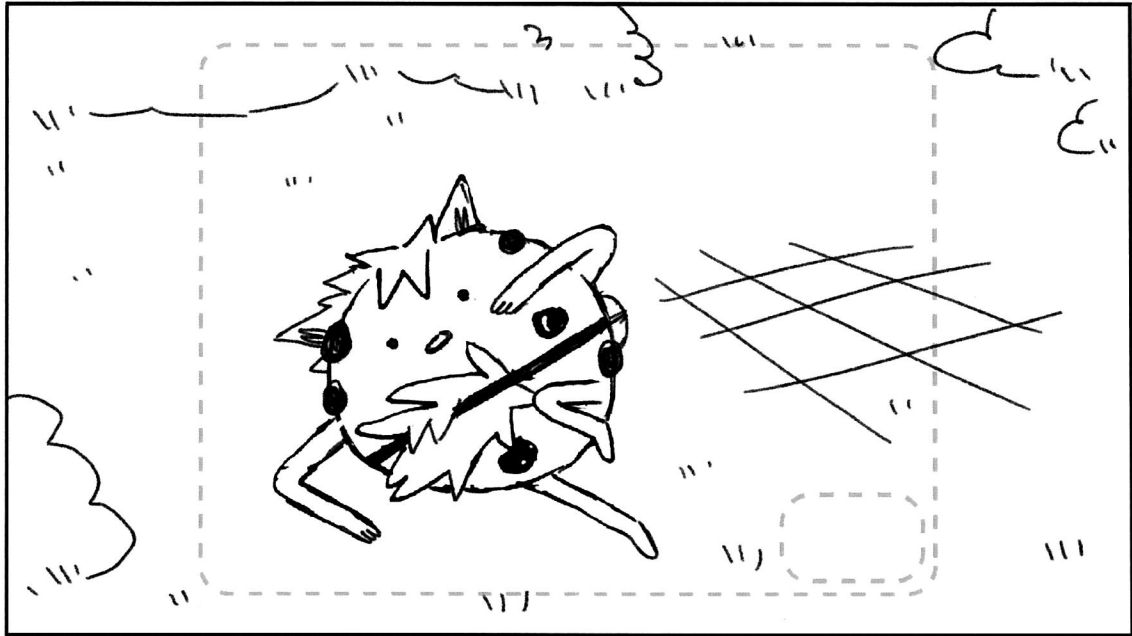
Page 27

Sc. 22

Pnl. A

Bg.

day night

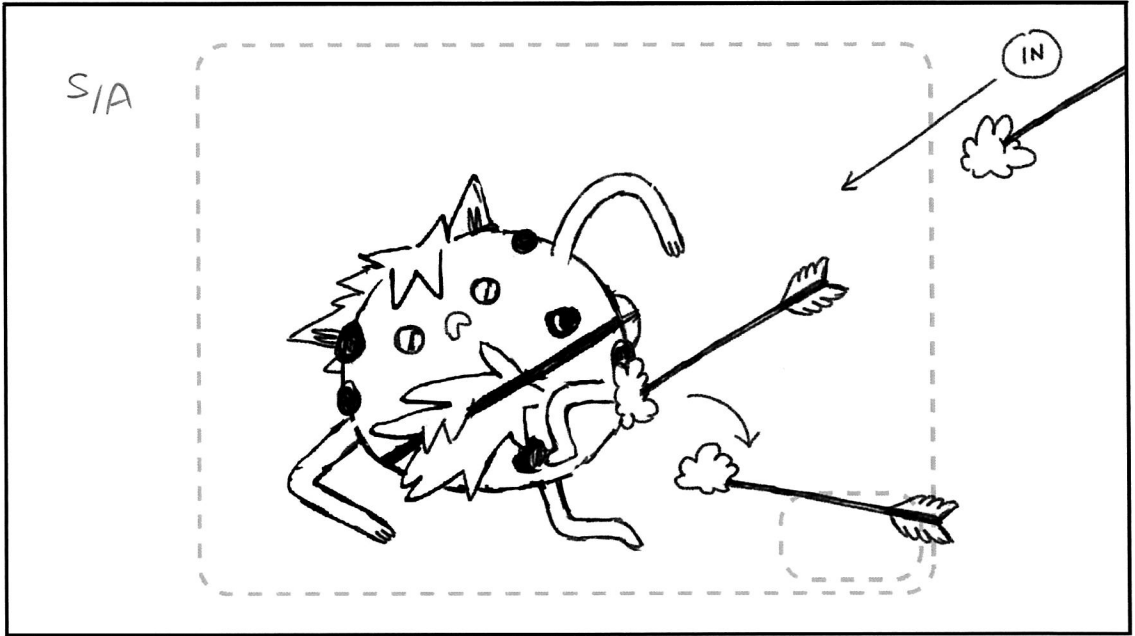


Sc. 22

Pnl. B

Bg.

day night



Dialog:

C/ I DON'T THINK THAT'S TR--

C/ AH!!!

SFX/ *DOINK*

Action:

— ARROW BOUNCES OFF C'S BUM

Timing:

EPISODE # 1034-216
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

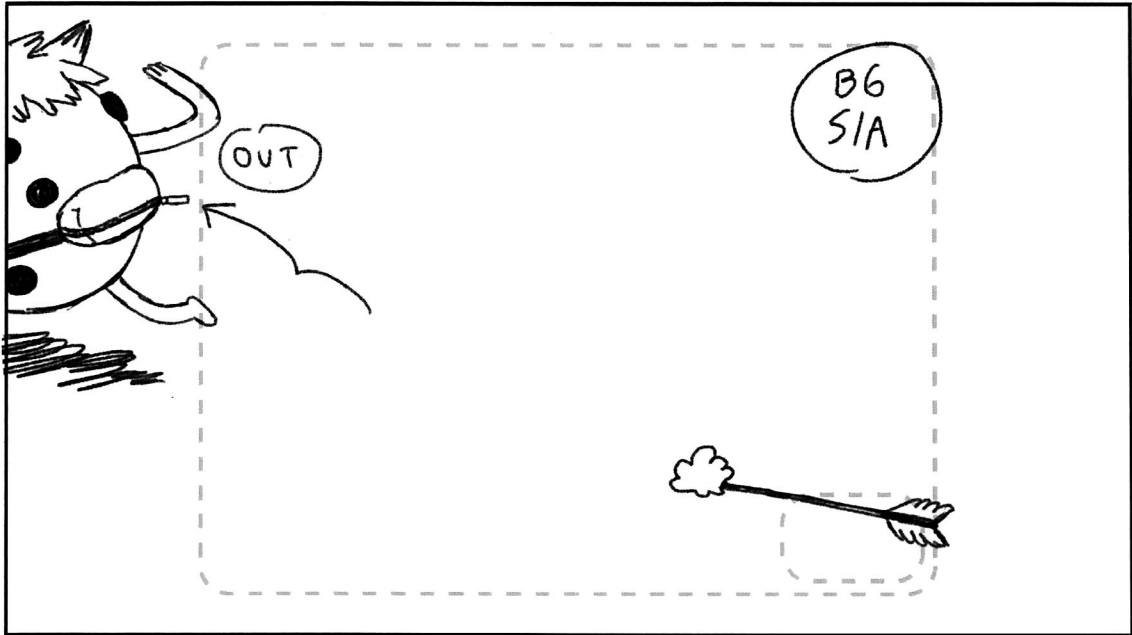


Sc. 22

Pnl. C

Bg.

day night



Sc. 23

Pnl. A

Bg.

day night



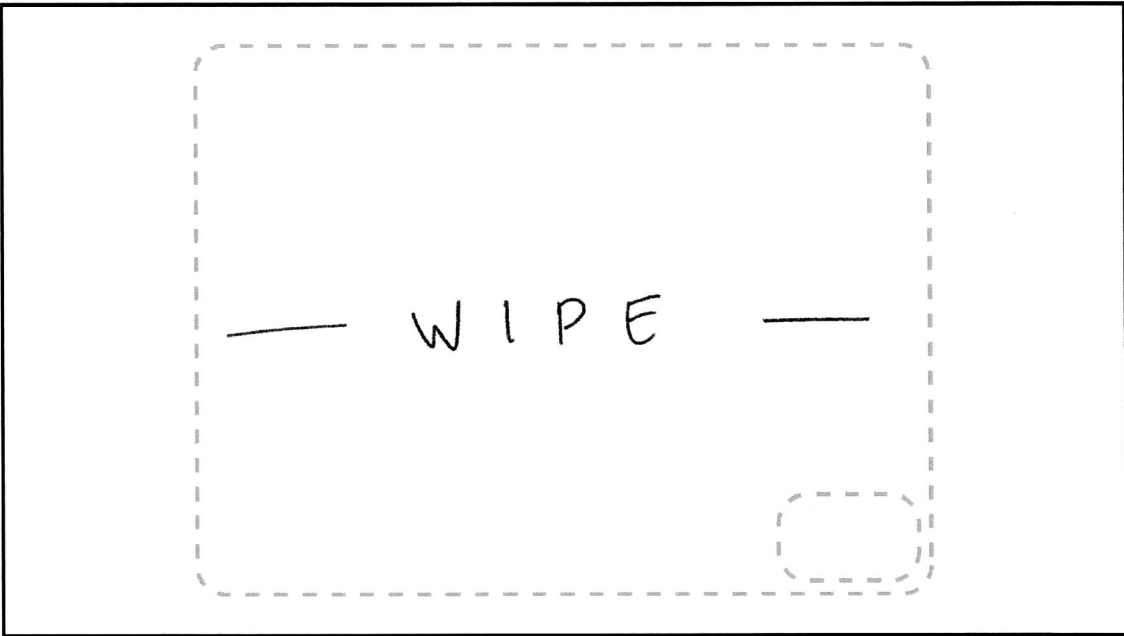
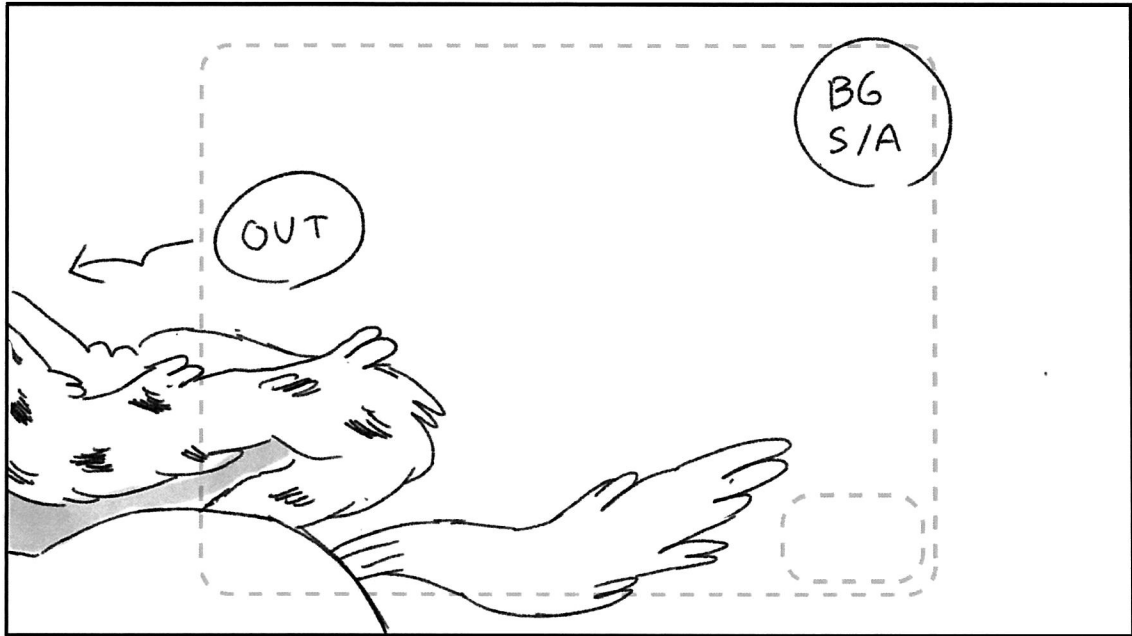
Dialog:	<u> </u> C/ AHHH!	<u> </u> KOO/ ATTA BOY!
Action:	<u> </u> C SCRAMBLES OFF/S	
Timing:		

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 23 Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:	<p>KOO : AFTER HIM, HAYDANCY.</p> <p>SFX: * GALLOPING *</p>
Action:	<p>GALLOPS OFF / S</p>
Timing:	

EPISODE # 1034-216
Production :

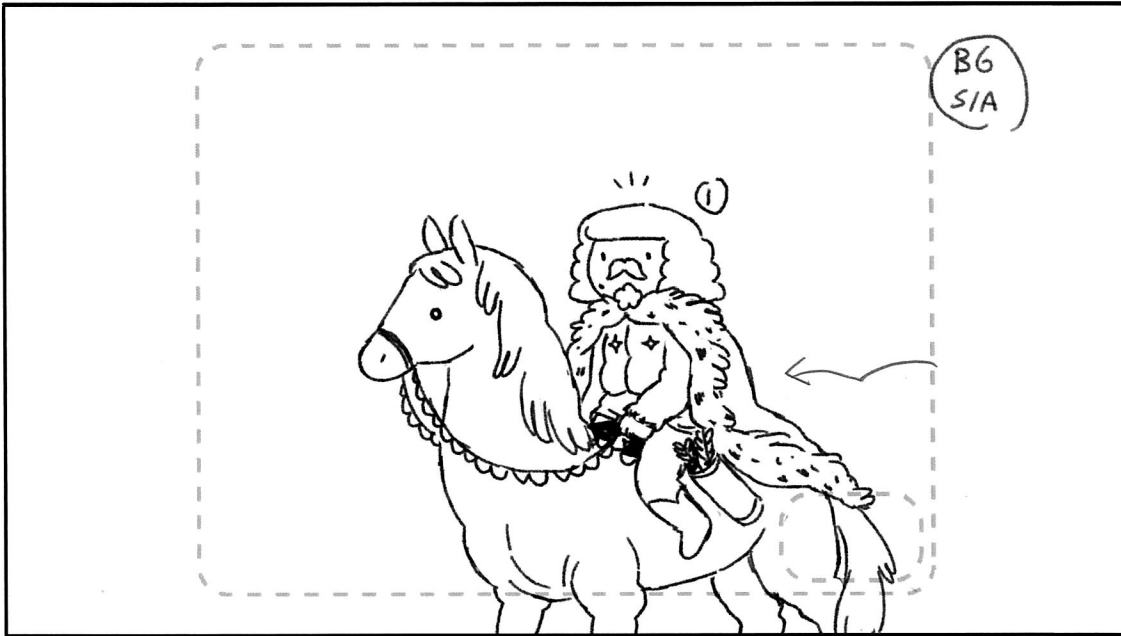
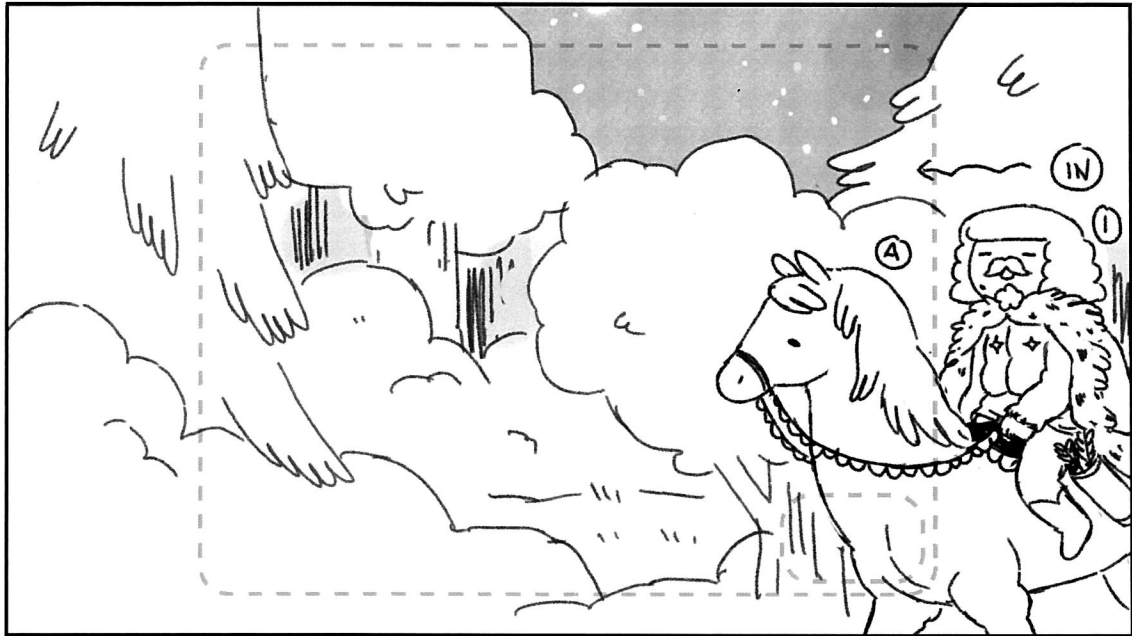
c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 30

Sc. 24 Pnl. A Bg. day night Sc. 24 Pnl. B Bg. day night



Dialog:

KOO/ COME ON CRUNCHY, IT'S DARK.
LET ME TIE YOU UP, I'M GETTING TIRED.

Action:

- HORSE HEAD BOBBING AS SHE WALKS (A B A B)

Timing:

LATER IN THE NIGHT, DARKER CREEPIER FOREST

HIEROPHANT : (OFF/S)(QUIET) GRRR ...

- HORSE STOPS

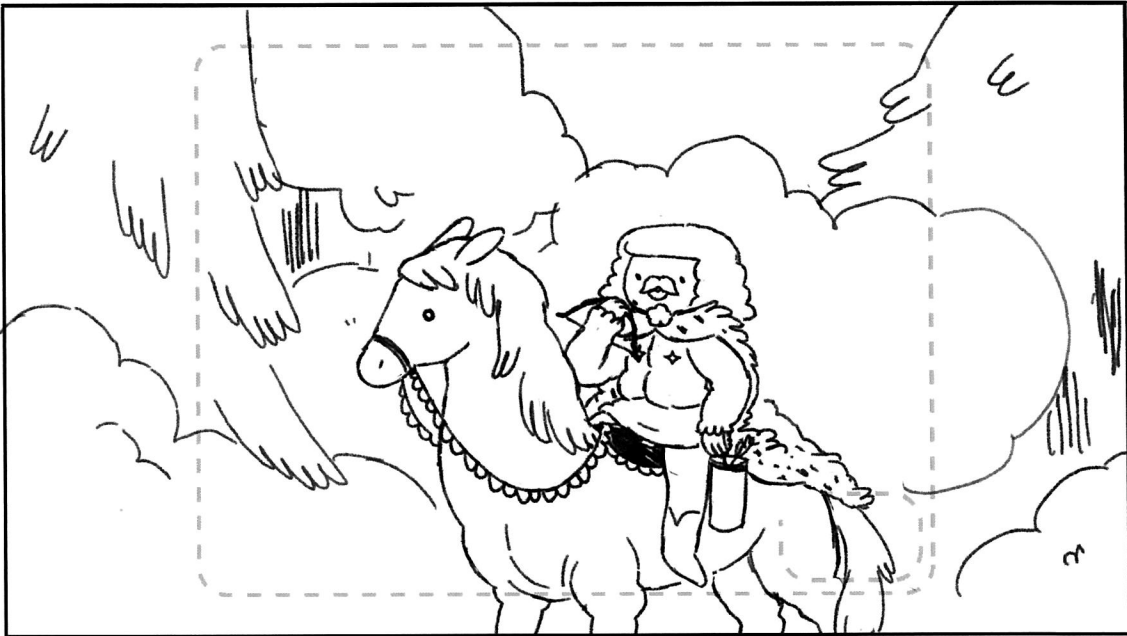
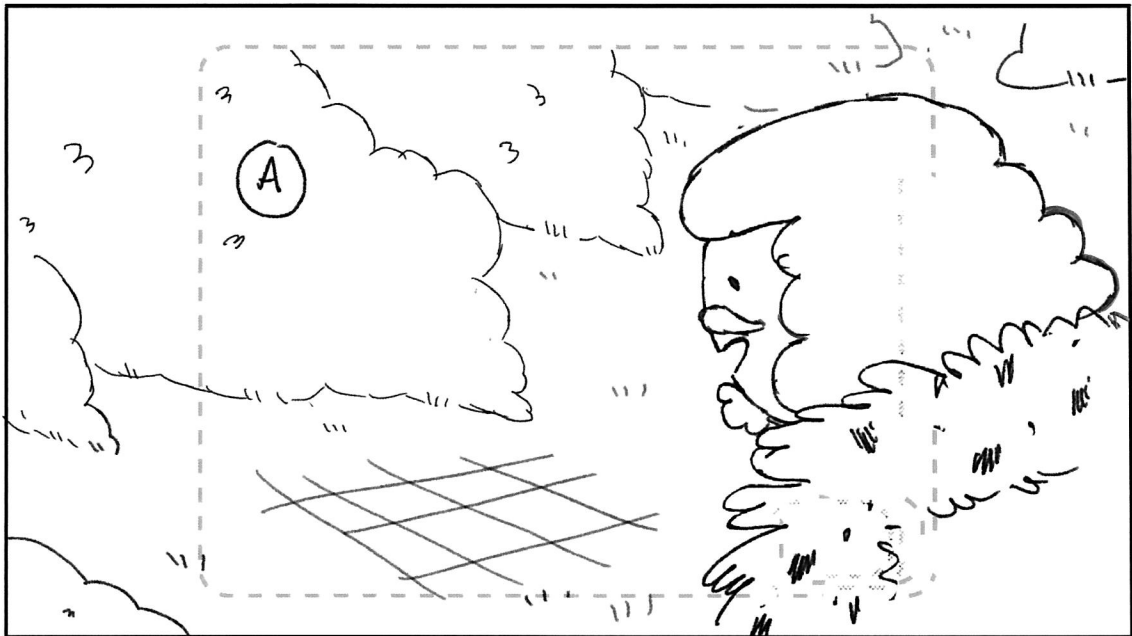
EPISODE # 1034-216

Production :

ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night Sc. 26 Pnl. A Bg. day night



Dialog:

KOO/ AH-HA!
H/ (IN BUSH) RR-RRR ...

Action:

BUSH RUSTLING (ABABAB, QUICKLY)

- KOO HOLDS UP BOW AND REACHES FOR ARROW.

Timing:

I DON'T KNOW A GOOD ONOMATOPOEIA FOR H'S BOAR NOISES, IMAGINE A SCARY LOW GROWL/ SQUEAL (YOUTUBE IT, THEY'RE AWFUL)

(B)

(SP)

1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 27	Pnl. A	Bg.	day night	Sc. 28	Pnl. A	Bg.	day night

Dialog:	Action:	Timing:
<p>H/RRRRRRR! SFX: * RUSTLING*</p>	<p>BUSH SHAKES SOME MORE (B)</p>	<p>(1) -K FIRES ARROW</p>

1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 33

Sc. 29	Pnl. A	Bg.	day night	Sc. 29	Pnl. B	Bg.	day night

Dialog:	<u>SFX</u> : * THAP *	
Action:	ARROW SHOOTS INTO BUSH, DISAPPEARS	* BEAT *
Timing:		

EPISODE # 1034-216
Production :

ADVENTURE TIME



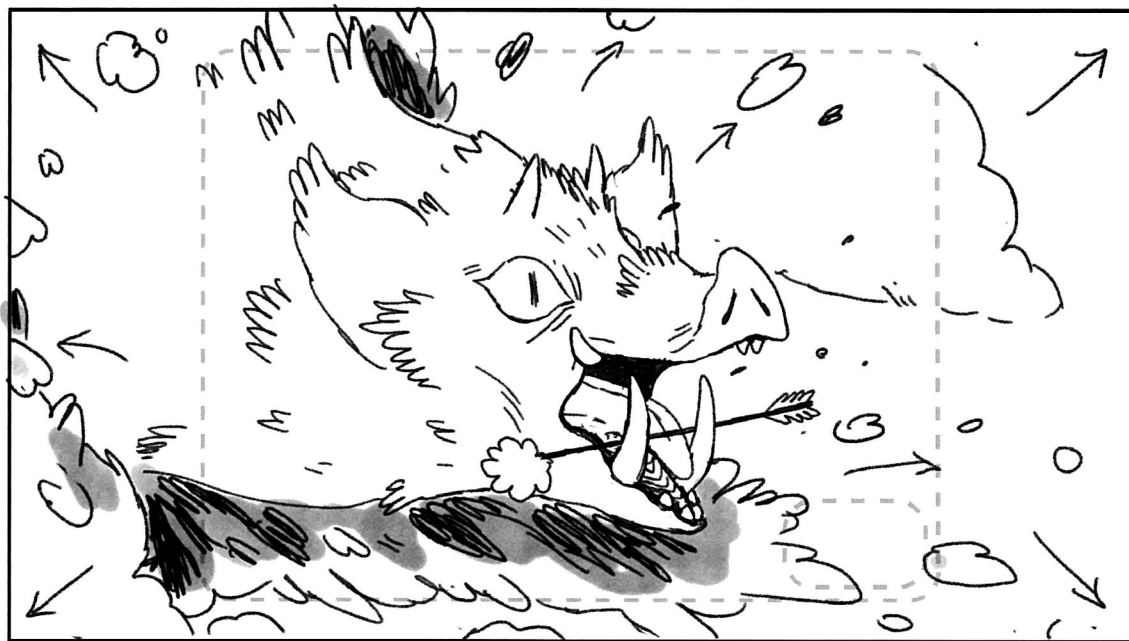
Page 34

Sc. 29

Pnl. C

Bg.

day night

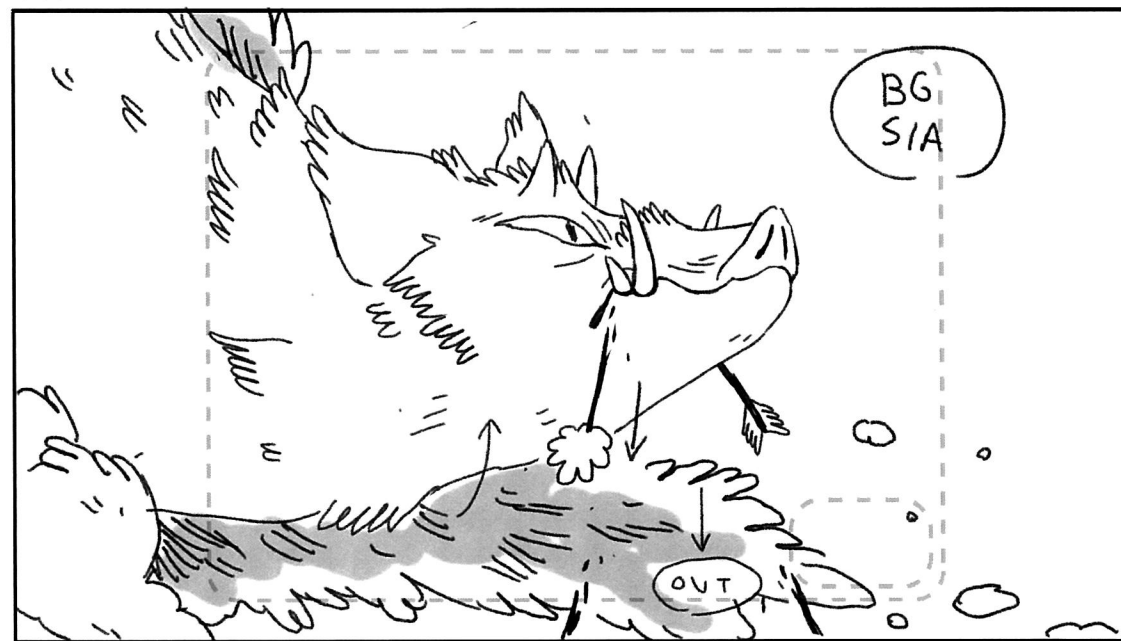


Sc. 29

Pnl. D

Bg.

day night



Dialog:

H / *ROAR!!! *

H / *ROAR FADES INTO GROWL *
~~SIX~~ * SNAP *

Action:

- H EXPLODES OUT OF BUSH, ARROW IN TEETH

H BITES ARROW IN HALF, IT FALLS FROM HIS MOUTH

Timing:

1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 35

Sc. 30

Pnl. A

Bg.

day night

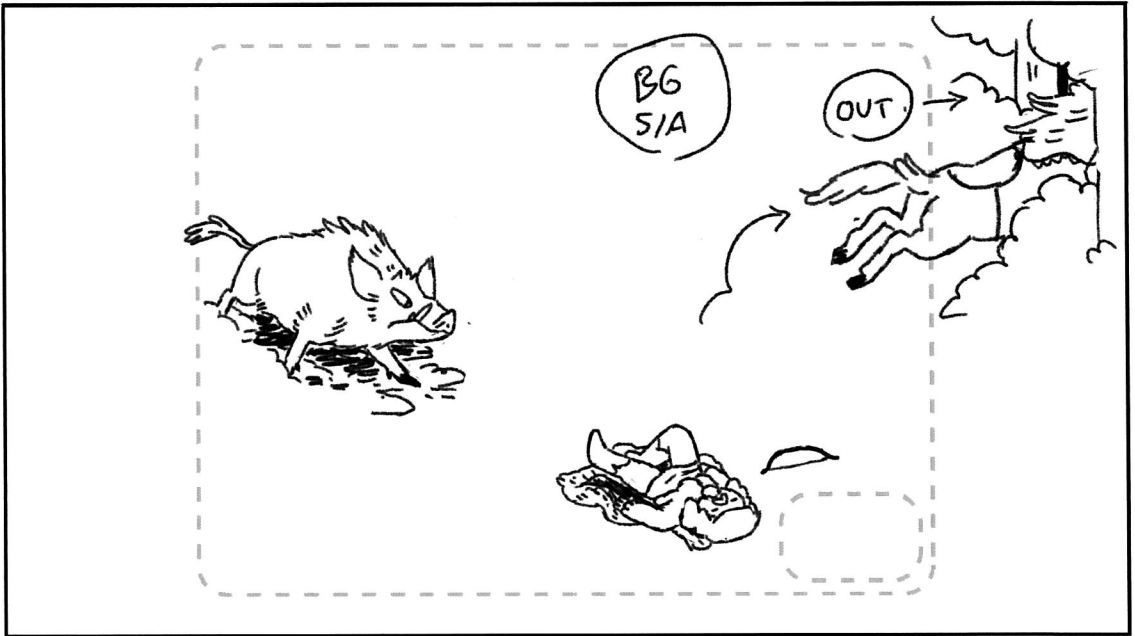


Sc. 30

Pnl. B

Bg.

day night



Dialog:

HD / * SCARED WHINNY *
KOO / HAYDANCY, WOAH!
(ALT) WOAH GIRL!

KOO / oaf!

Action:



HD REARS, THROWING KOO TO THE GROUND.

— HD BOLTS AWAY

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



Sc. 31	Pnl. A	Bg.	day night	Sc. 31	Pnl. B	Bg.	day night

Dialog:	Action:	Timing:
KOO/ UGH ~ HUH?	H STANDS OVER KOO	① SHADOW LOOMS OVER KOO

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 37

Sc. 31

Pnl. C

Bg.

day night

Sc. 31

Pnl. D

Bg.

day night

Dialog:

H: [ROAR] ————— KOO/ * STILL SHRIEKING, FADES AS HE RUNS * ————— SFX: * SNAP *

Action:

KOO SHUFFLES OFF/S
H PULLS BACK TO BITE
H SNAPS JAWS SHUT

Timing:

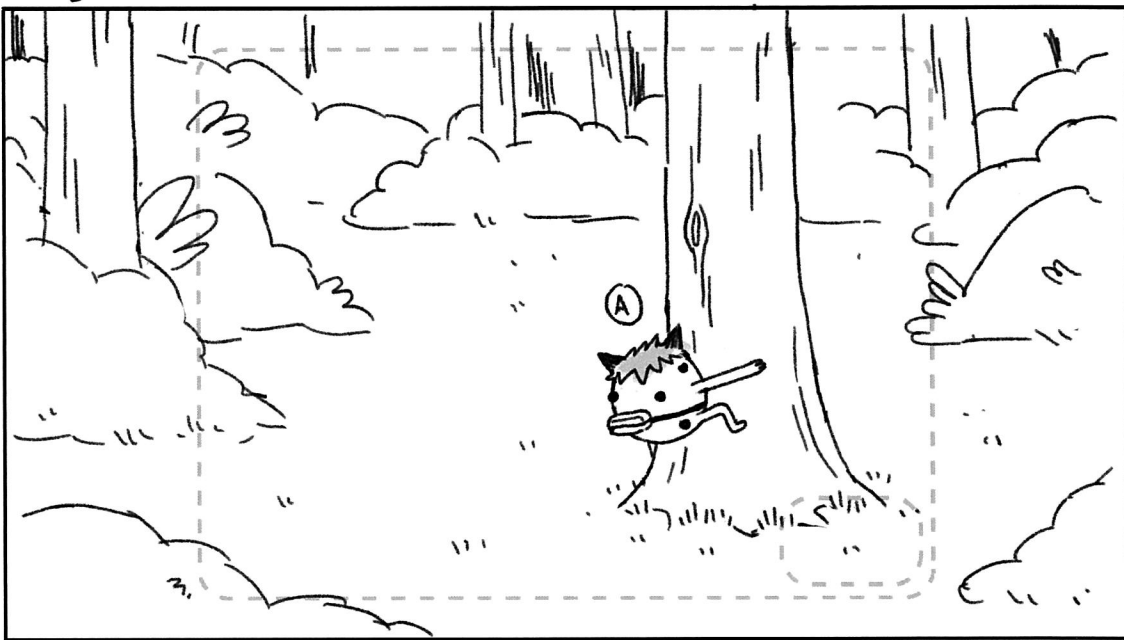
EPISODE # 1034-216
Production :


c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 31 Pnl. E Bg. day night Sc. 32 Pnl. A Bg. day night



Dialog:	<u>H/</u> RRR...	<u>C/</u> HNF... HNNG
Action:	C STRUGGLING TO CLIMB	
Timing:		

EPISODE # 1034-216
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



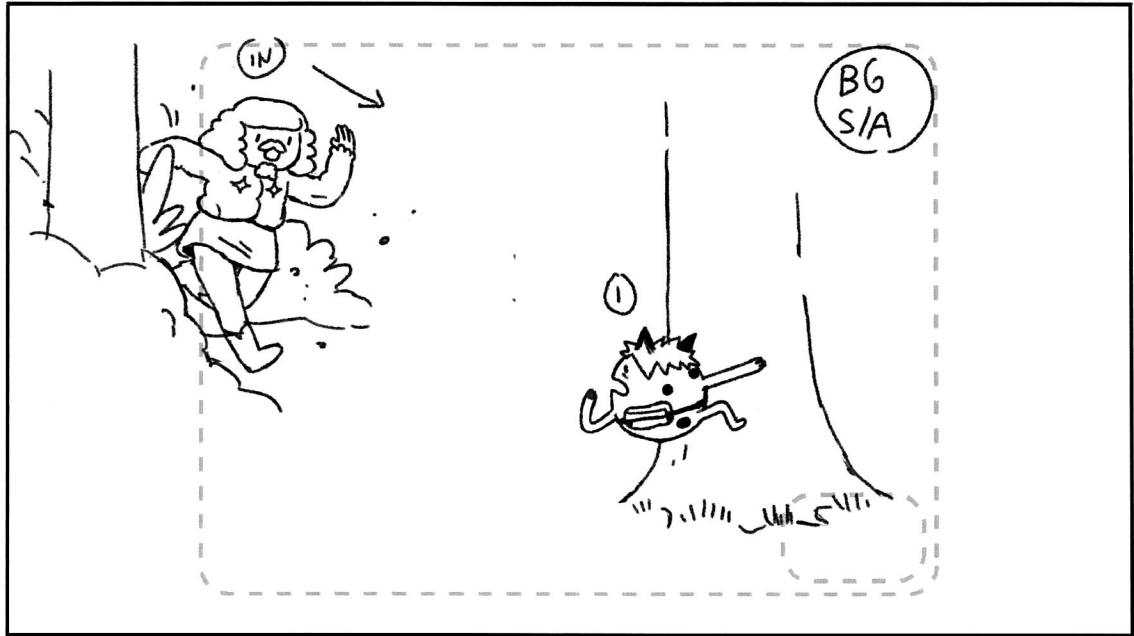
Page 39

Sc. 32

Pnl. B

Bg.

day night

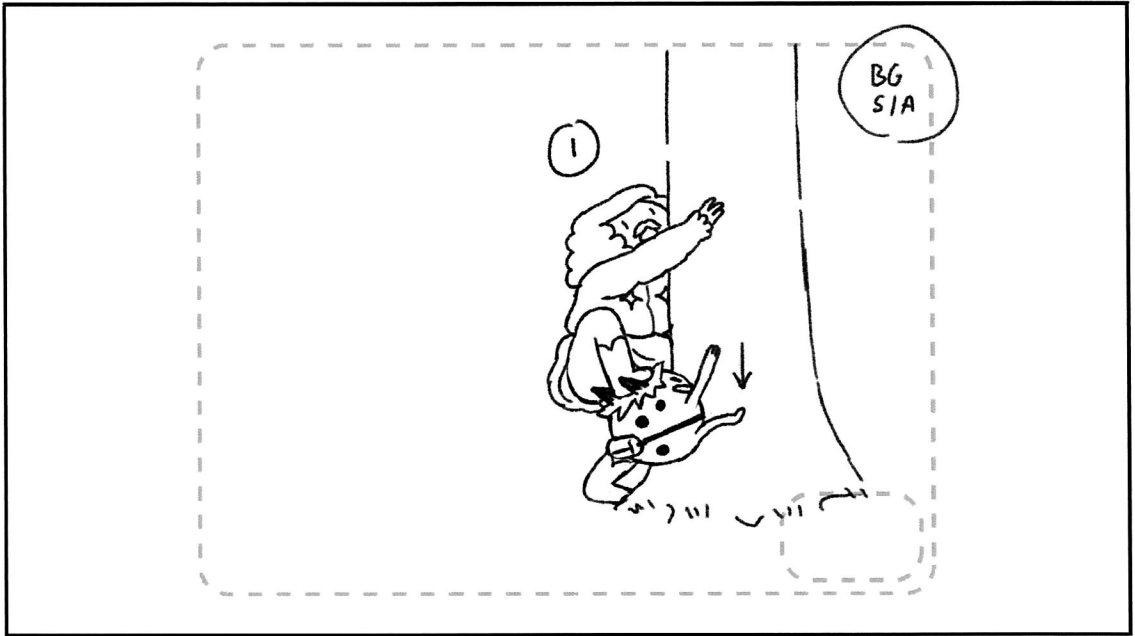


Sc. 32

Pnl. C

Bg.

day night



Dialog:

KOO/ * LOUD PANTING *
C/ AGH! NO - STOP, PLEASE, I - (FRANTIC)

Action:

- KOO RUNS ON/S



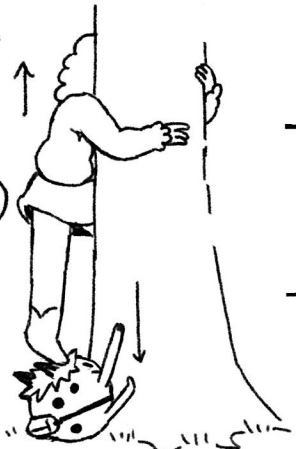
Timing:

C/ UH!

KOO/ (OUT OF BREATH) SHUSH UP!!

- KOO USES C AS A STEP

(2)



Production :

EPISODE #

1034-216

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



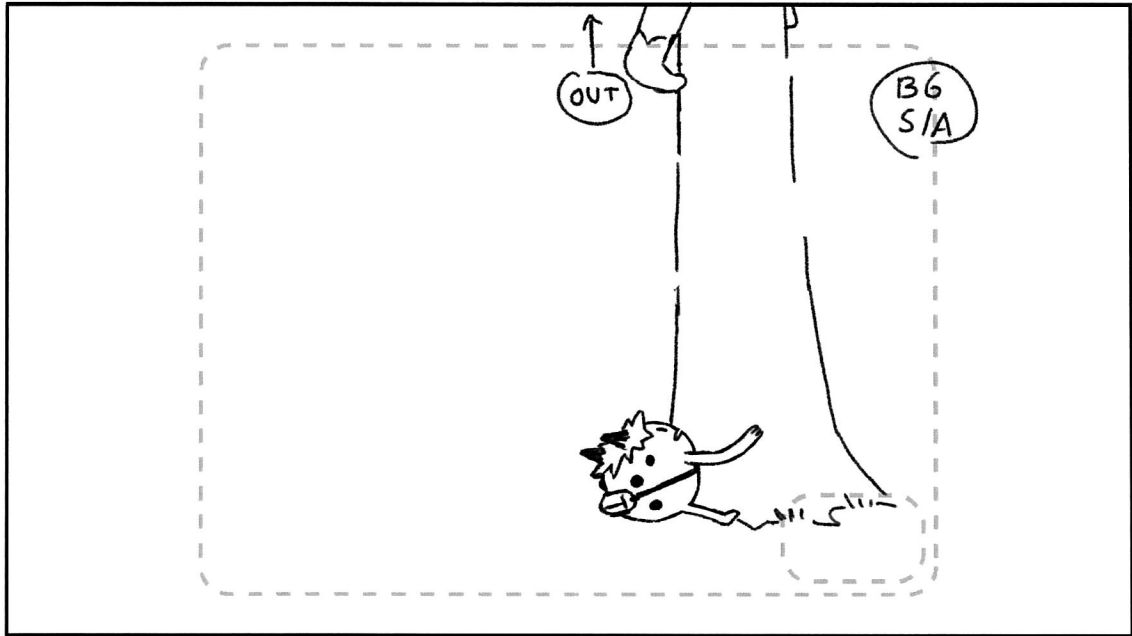
Page 40

Sc. 32

Pnl. D

Bg.

day night

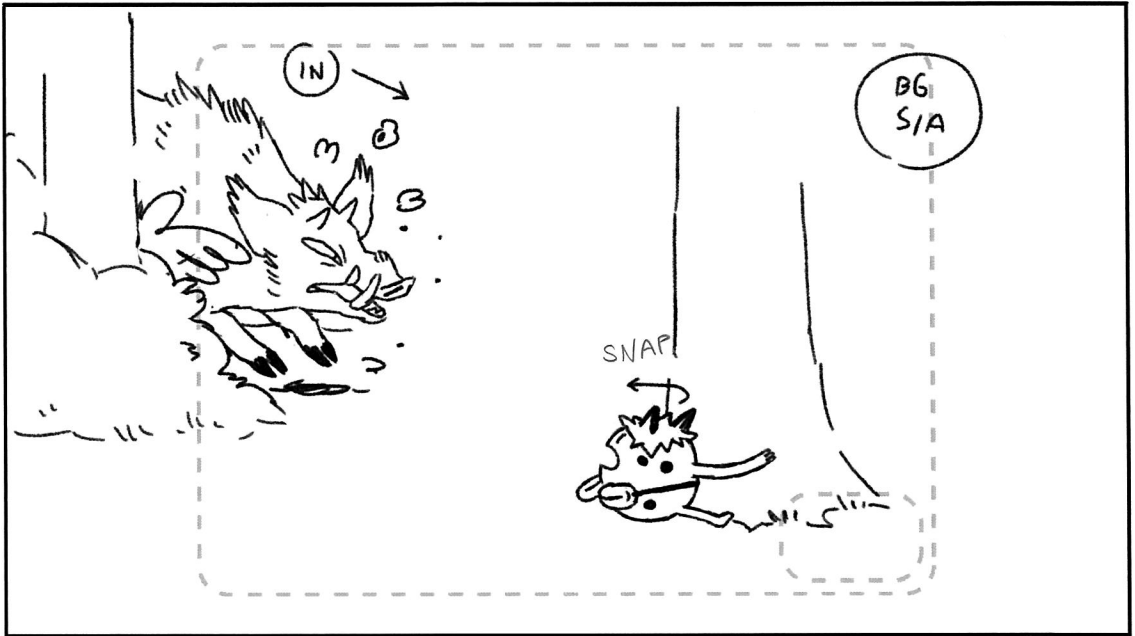


Sc. 32

Pnl. E

Bg.

day night



Dialog:

C/ HUH?

C/ EEEK!

Action:

- KOO CLIMBS OFF/S

- HICROPHANT RUNS ON/S.

Timing:

EPISODE #

1034-216

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



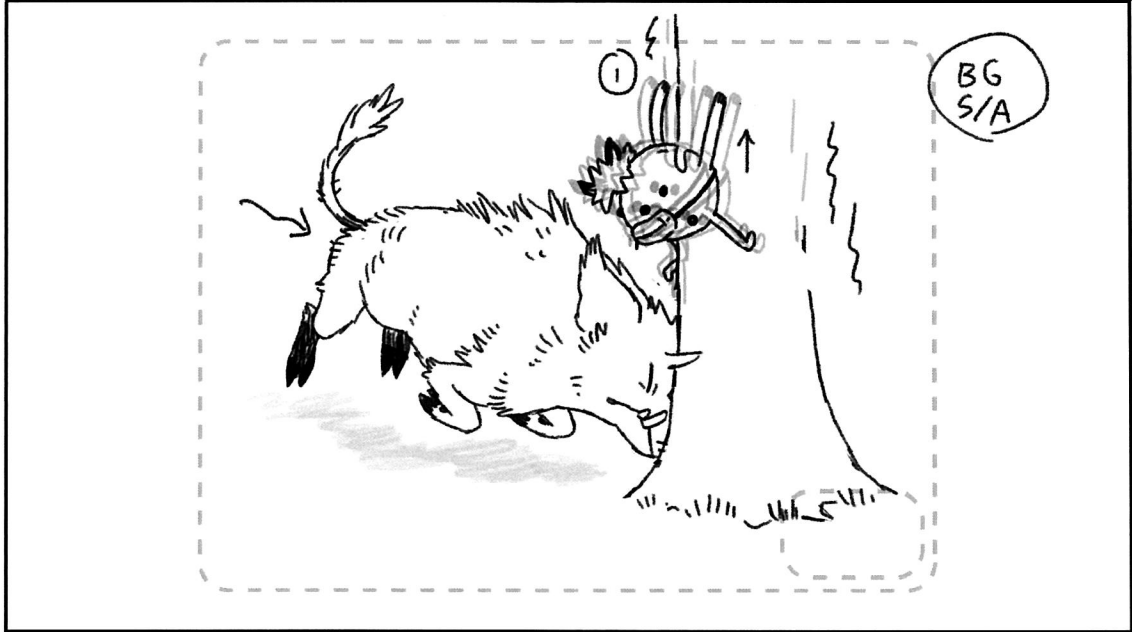
Page 41

Sc. 32

Pnl. F

Bg.

day night

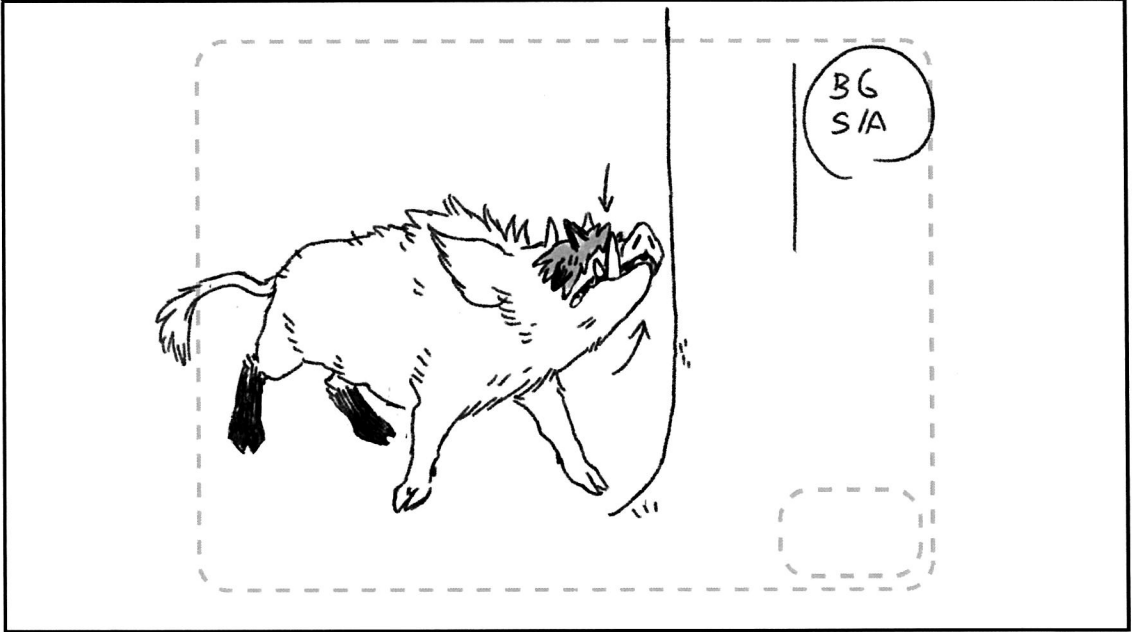


Sc. 32

Pnl. G

Bg.

day night



Dialog:

SFX / CRAK!

SFX: * SHFF *

Action:



- H RAMS TREE TO LITTLE EFFECT, C'S EARS FALL OFF

- EARS LAND OVER H'S EYES

Timing:

EPISODE #

1034-216

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



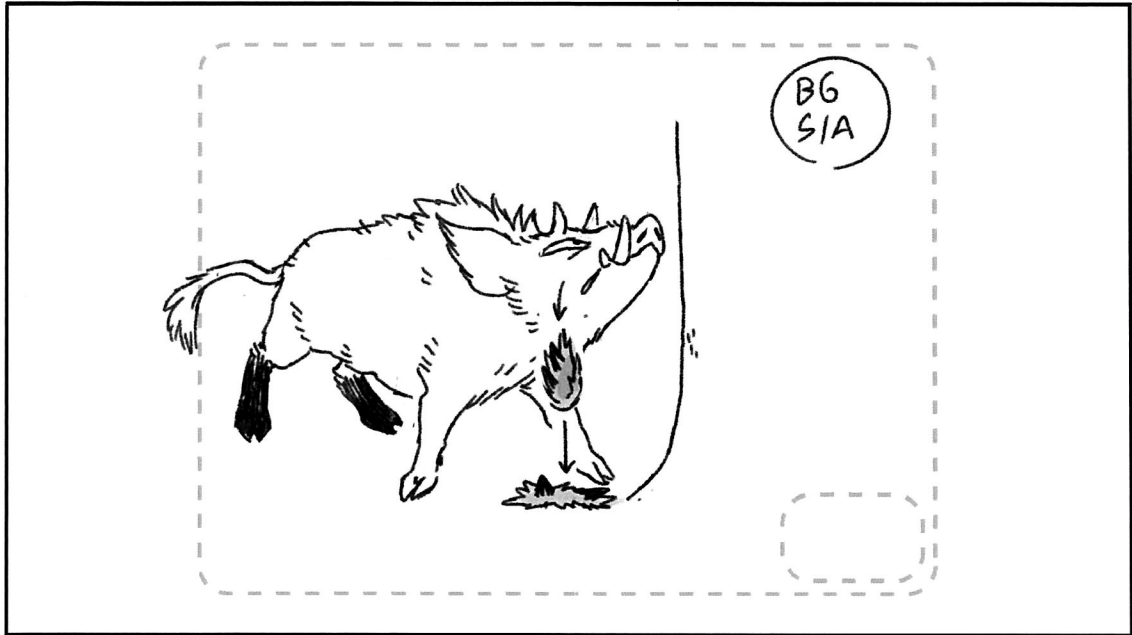
Page 42

Sc. 32

Pnl. H

Bg.

day night



Sc. 33

Pnl. A

Bg.

day night



Dialog:

H / * SNORT *

KOO & C / * WHIMPERING *

Action:

- EARS SLIDE OFF & FALL TO GROUND.

- KOO + CRUNCHY LOOK DOWN FROM
A HIGH BRANCH.

Timing:

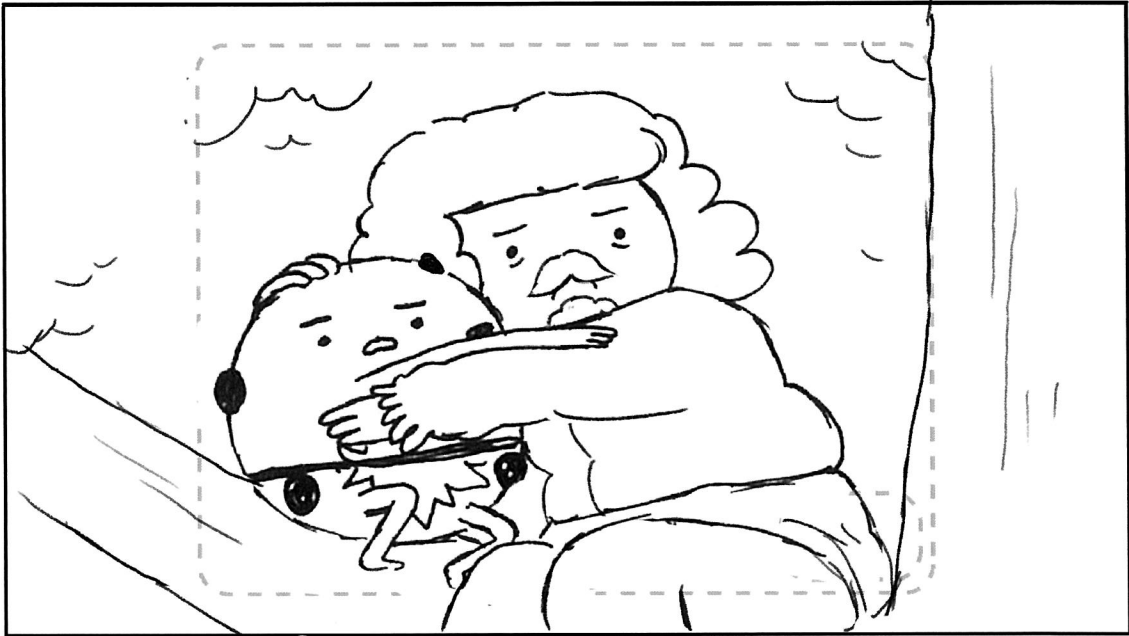
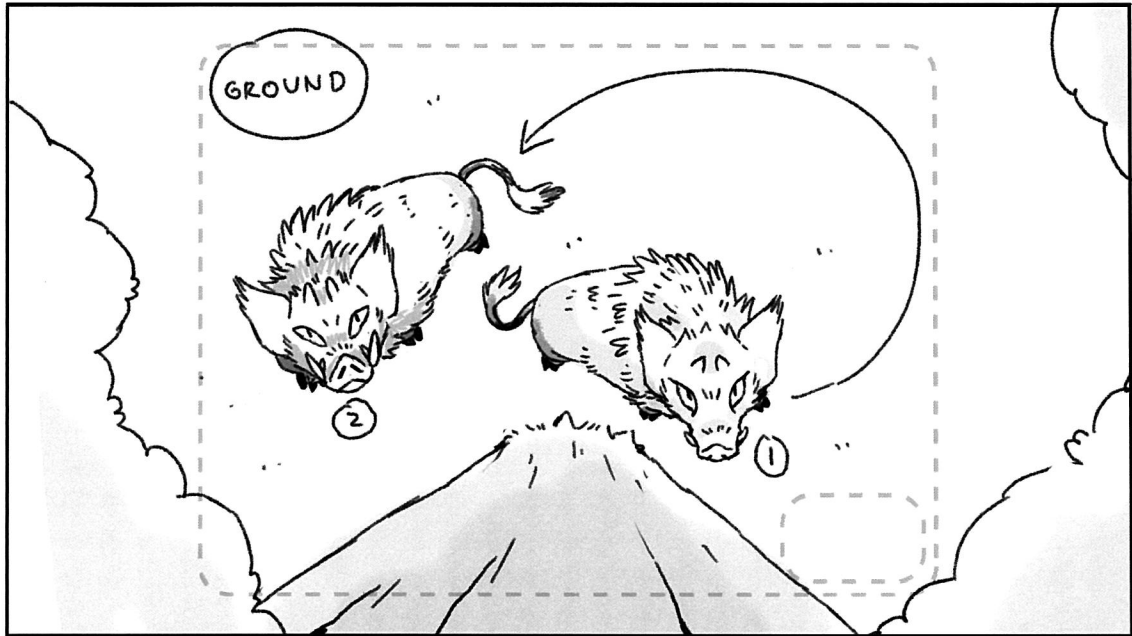
EPISODE # 1034-216

Production :

ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night Sc. 35 Pnl. A Bg. day night

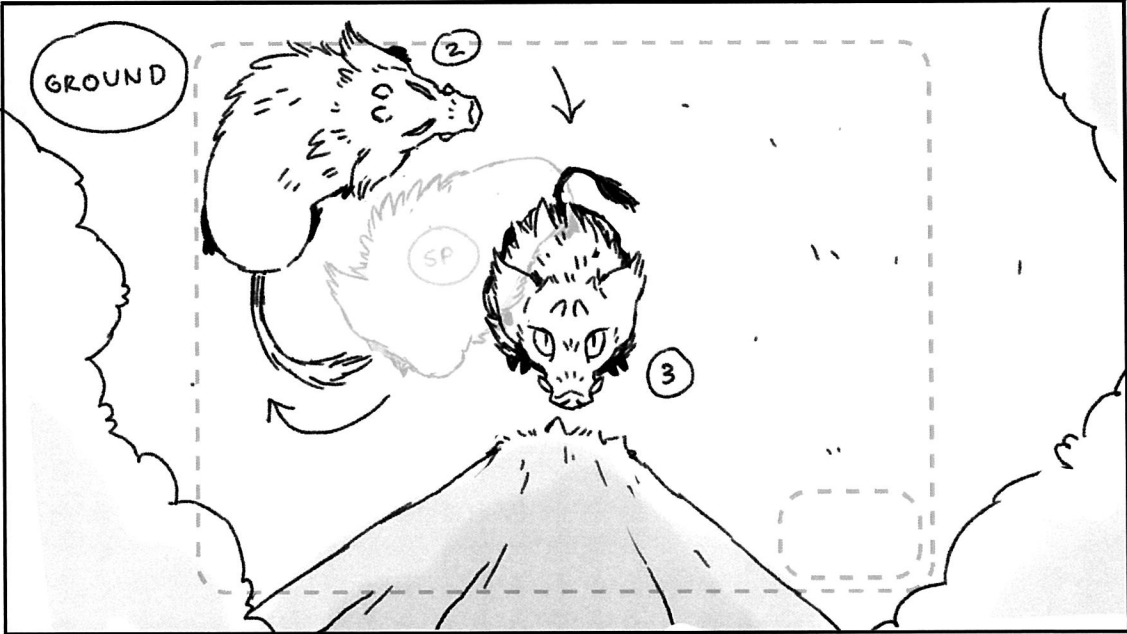


Dialog:	H: [BOAR WALLA]	C/ IT'S ... IT'S OK. ANIMALS CAN'T CLIMB TREES.
Action:	- H PACES, STARING UP @ THEM	
Timing:		

ADVENTURE TIME



Sc. 35 Pnl. B Bg. day night Sc. 36 Pnl. A Bg. day night



Dialog:

C/ THAT'S WHAT SEPARATES US FROM THEM.

Action:

Timing:

SP - H CIRCLES & SITS

ADVENTURE TIME



Sc. 37	Pnl. A	Bg.	day night	Sc. 38	Pnl. A	Bg.	day night

Dialog:	KOO / HA! DUMB LOWLY ANIMALS.	
Action:		
Timing:		

ADVENTURE TIME



Sc. 38	Pnl. B	Bg.	day night	Sc. 39	Pnl. A	Bg.	day night

Dialog:
SFX: * CLPP *
Action:
H PUTS HOOVES ON TREE
Timing:

ADVENTURE TIME



Sc. 39	Pnl. B	Bg.	day night	Sc. 39	Pnl. C	Bg.	day night

Dialog:	<p><u>SFX</u> / * CRACKING, RIPPING (NOT TOO GROSS) *</p>
Action:	<p>- HIEROPHANT'S HOOVES TO CLAWS! GRUESOME TRANSFORMATION!</p>
Timing:	

ADVENTURE TIME

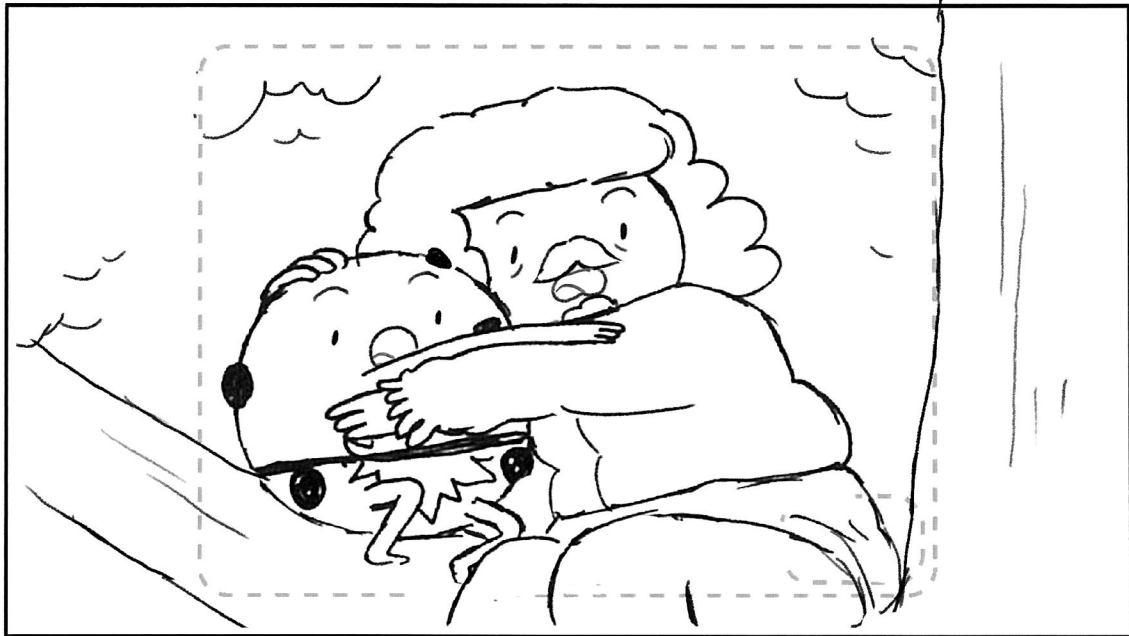


Sc. 40

Pnl. A

Bg.

day night

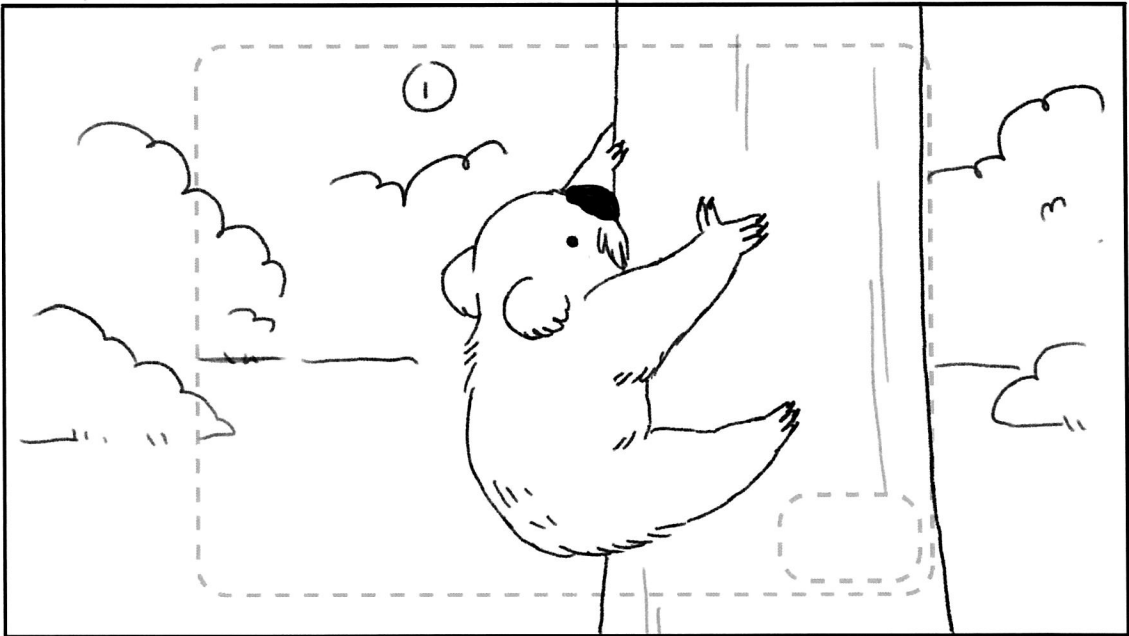


Sc. 41

Pnl. A

Bg.

day night



Dialog:

KOO & C / [GASP!]

Action:

Timing:

SP

KOALA! SLOWLY BEGINS CLIMB

ADVENTURE TIME



Sc. 41

Pnl. B

Bg.

day night

Sc. 42

Pnl. A

Bg.

day night

Dialog:

KOO & C / NO!

Action:

~H. CLIMBS OFF/S.

Timing:

ADVENTURE TIME



Sc. 43

Pnl. A

Bg.

day night

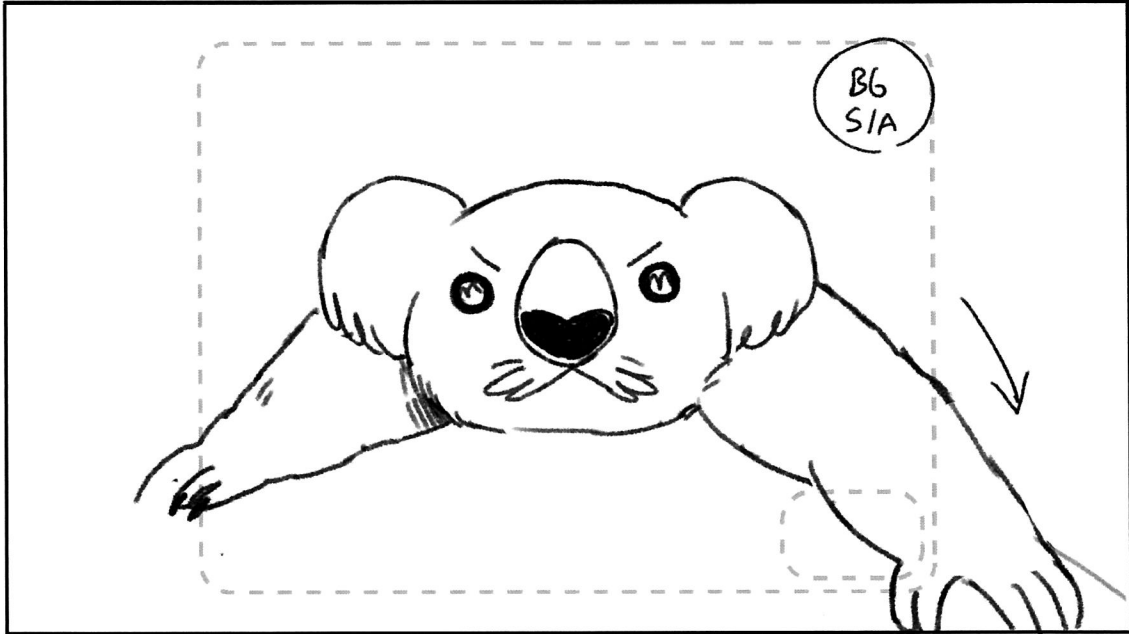


Sc. 43

Pnl. B

Bg.

day night

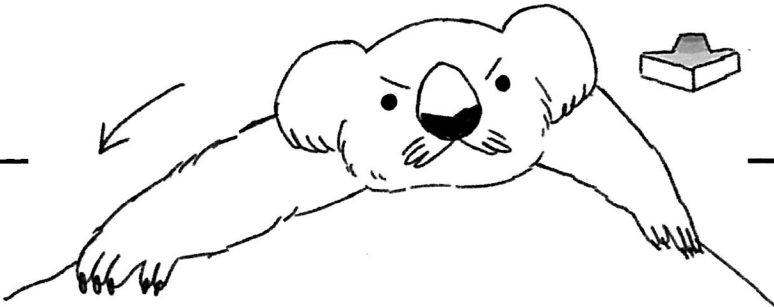


Dialog:

KOO & C : (o/s) No No No NO NO--

Action:

H CLIMBS @ CAM



FIRE BURNING IN HIS EYES



Timing:

1034-216

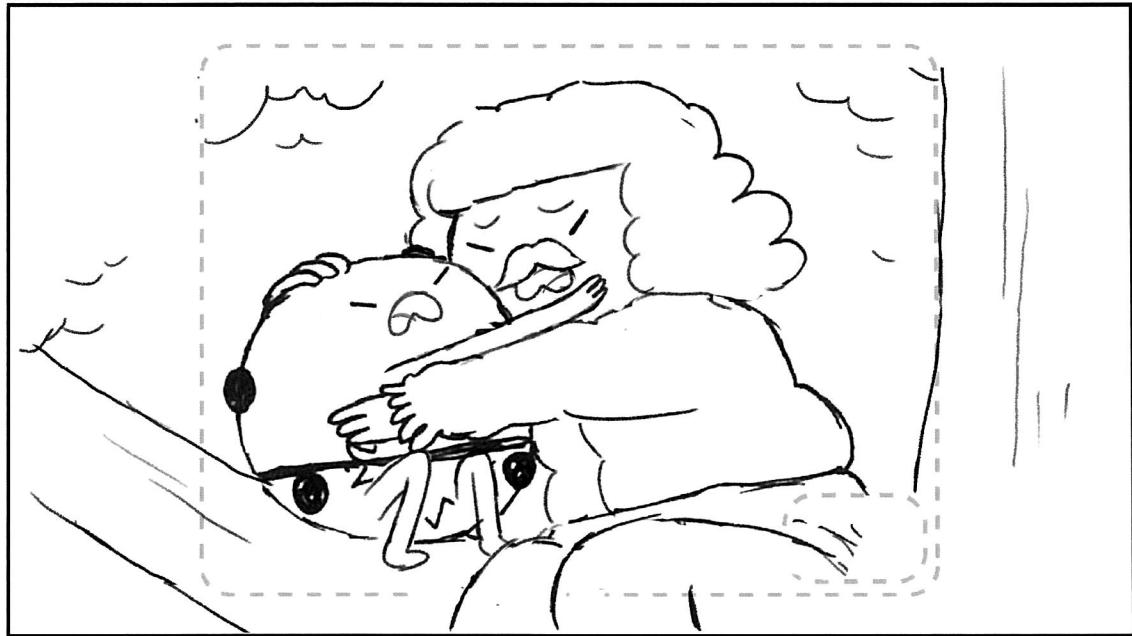
EPISODE #


Production :

ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night Sc. 45 Pnl. A Bg. day night



Dialog:	KOO & C / AHHH H H	KOO & C / (QUIET & PATHETIC) AHHHH H H!
Action:	- H COMES @ THEM!	
Timing:		

ADVENTURE TIME



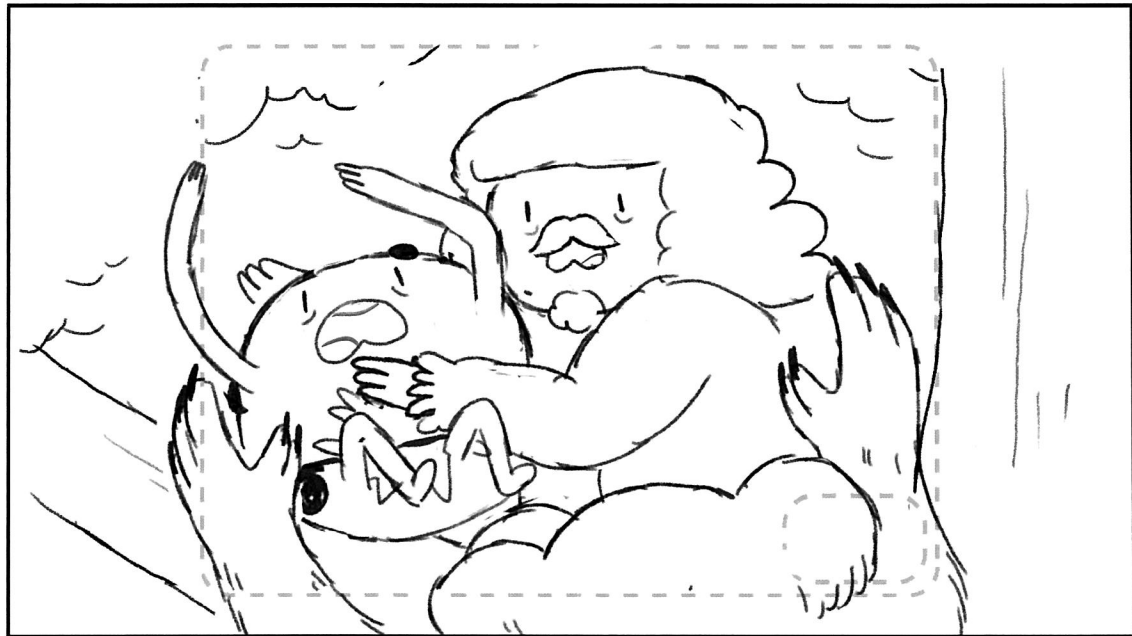
Sc. 46	Pnl. A	Bg.	day night	Sc. 46	Pnl. B	Bg.	day night

Dialog:	KOO & C / (OFF/S) * PATHETIC SCREAMING GETS LOUDER *
Action:	H REACHES @ CAM
Timing:	

ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night Sc. 47 Pnl. B Bg. day night



Dialog:	KOO & C / AHH! NO! AH!	KOO & C / * SCREECHING, NO LONGER QUIET, STILL PATHETIC *
Action:	- H GRABS THEM	
Timing:		

EPISODE #
1034-216
Production :

ADVENTURE TIME

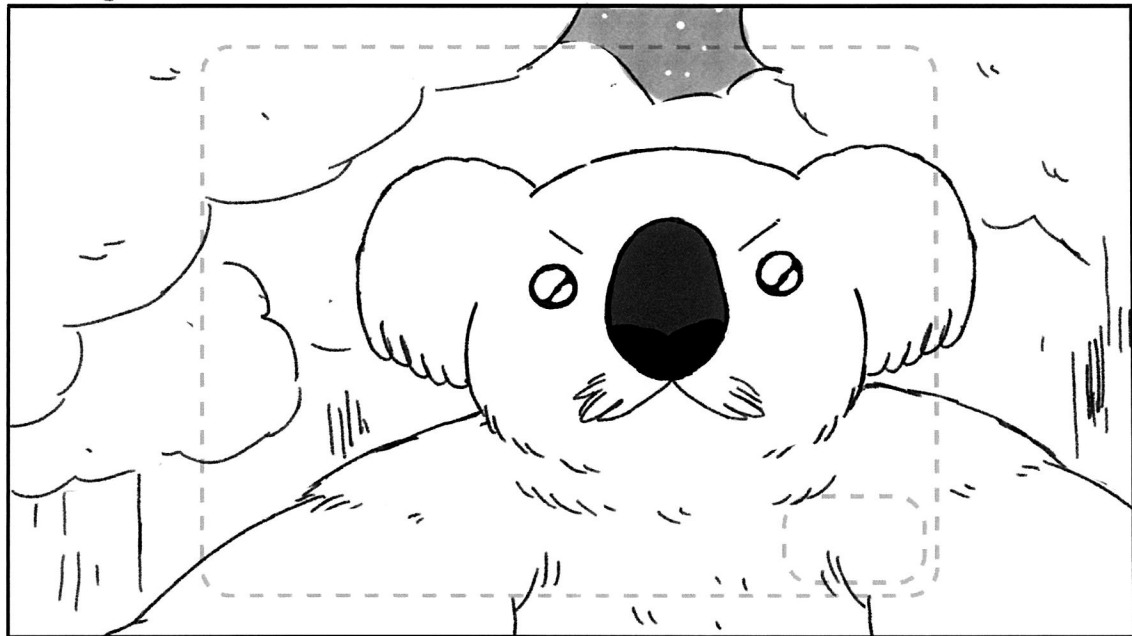


Sc. 48

Pnl. A

Bg.

day night

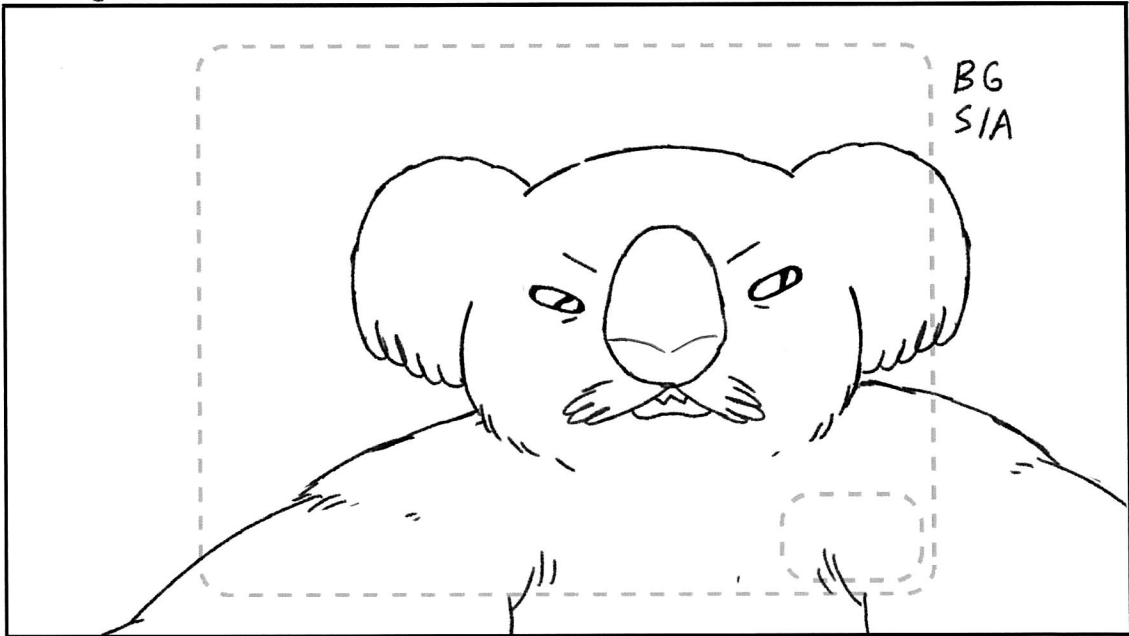


Sc. 48

Pnl. B

Bg.

day night



Dialog:	KOO & C / (OFF/S) *SCREAMS PETER OUT*	H / MARCELINE . WHERE IS SHE .
Action:	-H. STARES AT CAM.	
Timing:		

ADVENTURE TIME



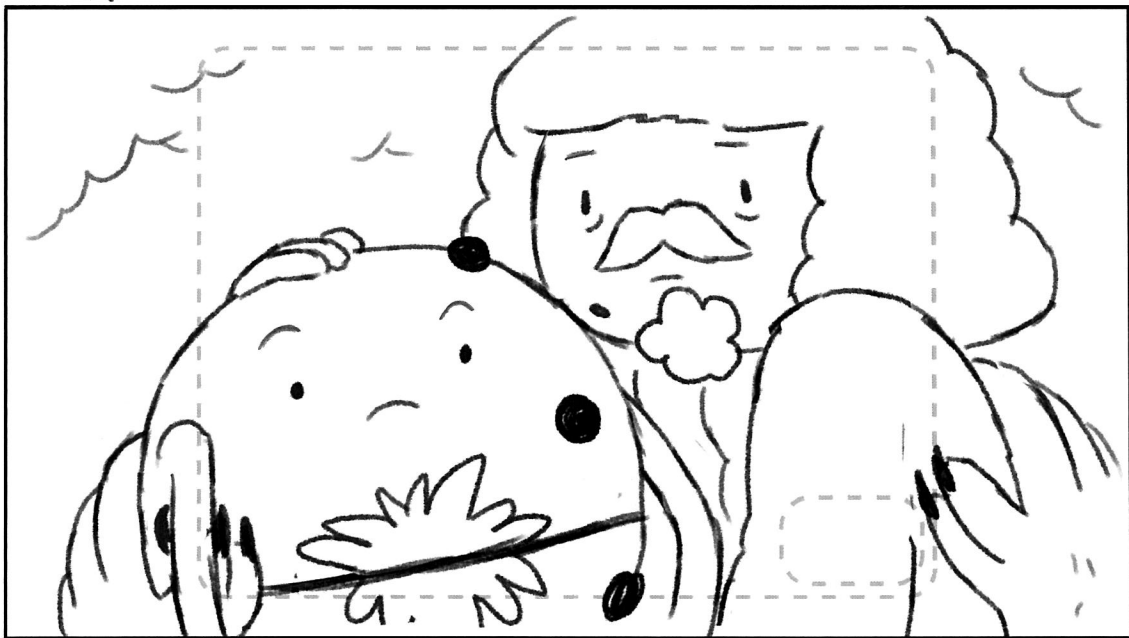
Page 55

Sc. 49

Pnl. A

Bg.

day night

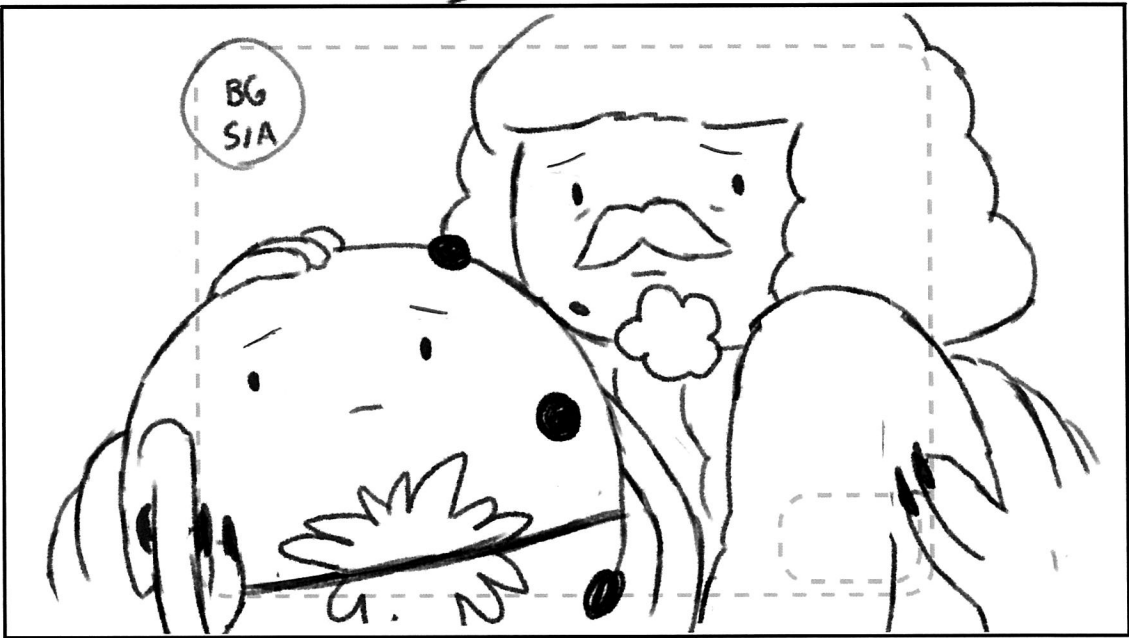




Sc. 49

Pnl. B

Bg.

day night



Dialog:	...	
Action:		
Timing:	- KOO&C GLANCE NERVOUSLY	

Production :

EPISODE #

1034-216

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



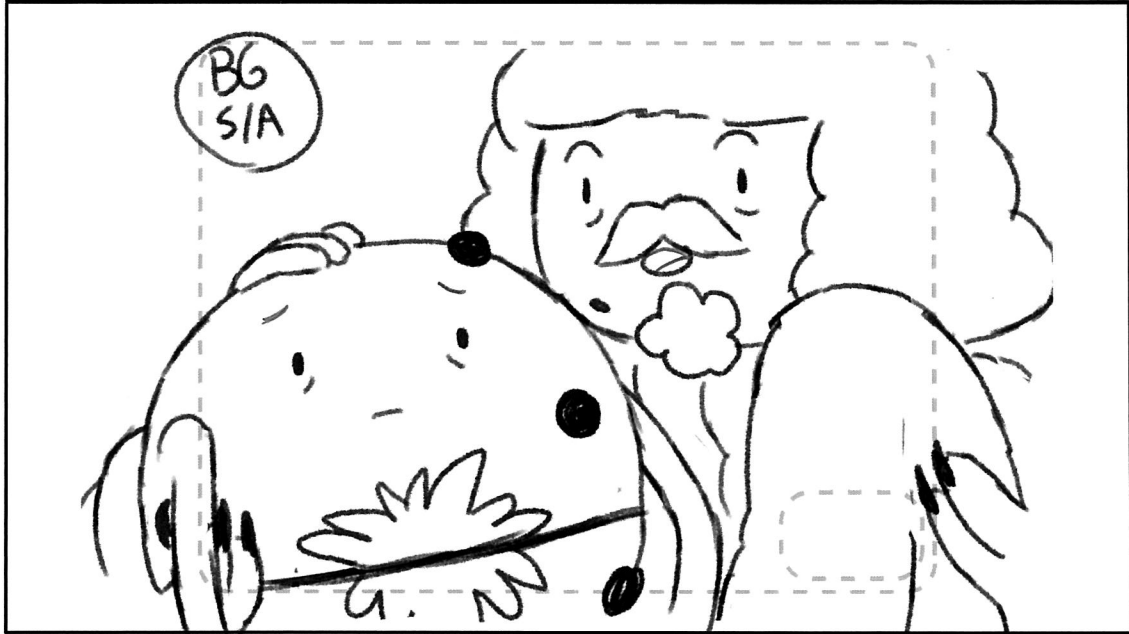
Page 56

Sc. 49

Pnl. C

Bg.

day night

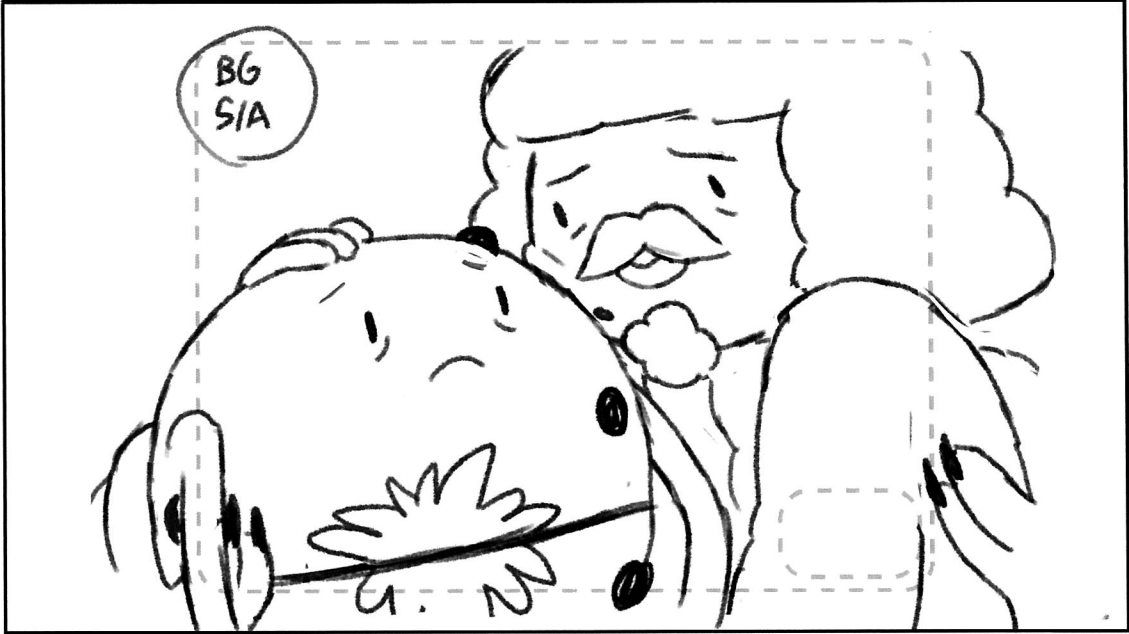


Sc. 49

Pnl. D

Bg.

day night



Dialog:

(QUICK, NERVOUS)

KOO/ OHHH BOY!! I WISH I KNEW. DON'T EVEN GET ME STARTED!

KOO/ NO LOVE LOST THERE, AM I RIGHT?

Action:

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME

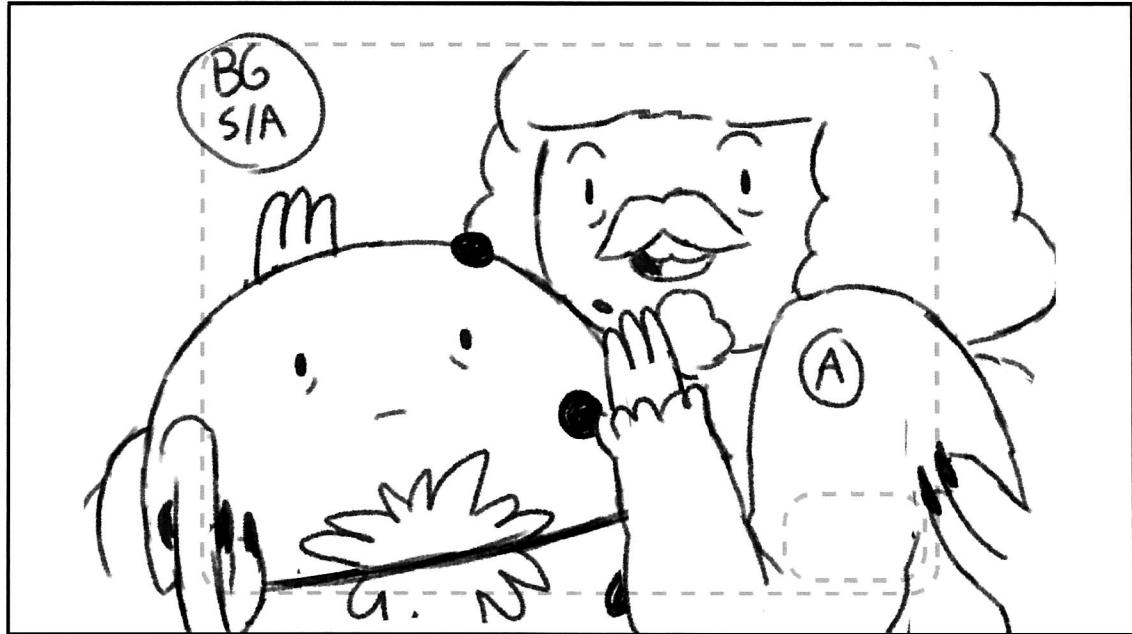


Sc. 49

Pnl. E

Bg.

day night

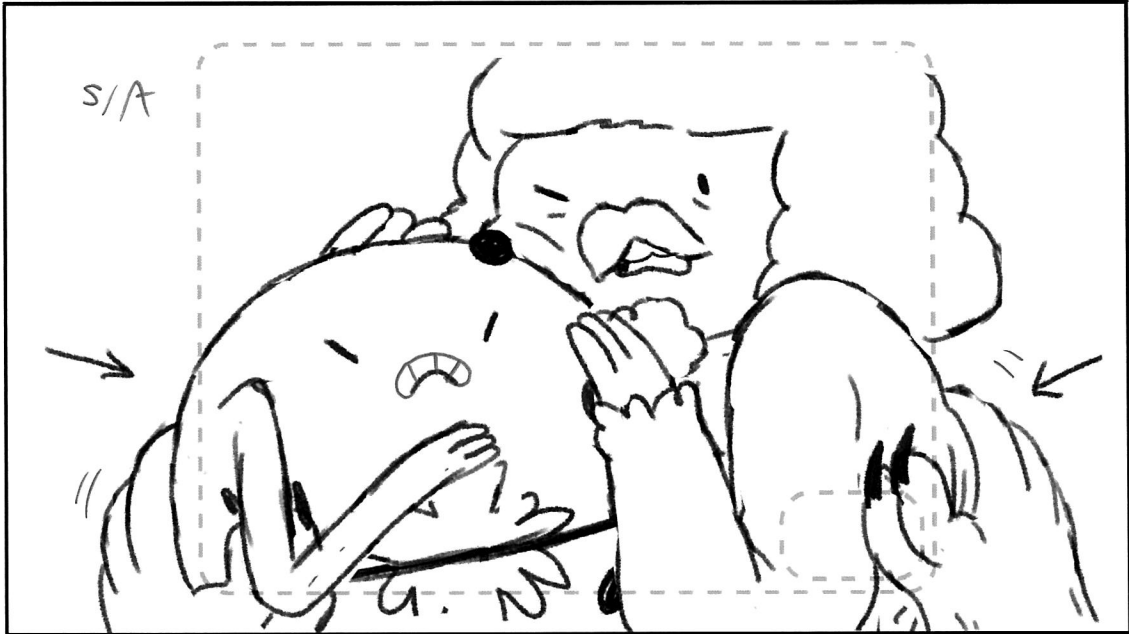


Sc. 49

Pnl. F

Bg.

day night



Dialog:	<u>KOO/</u> SHE FLEW IN MY WINDOW IN THE <u>MIDDLE</u> OF THE <u>NIGHT</u> ! REALLY MESSED WITH MY HEAD —
Action:	<u>SFX:</u> *CRNCH* <u>KOO/</u> OOF! — H GRABS THEM TIGHTER
Timing:	



ADVENTURE TIME

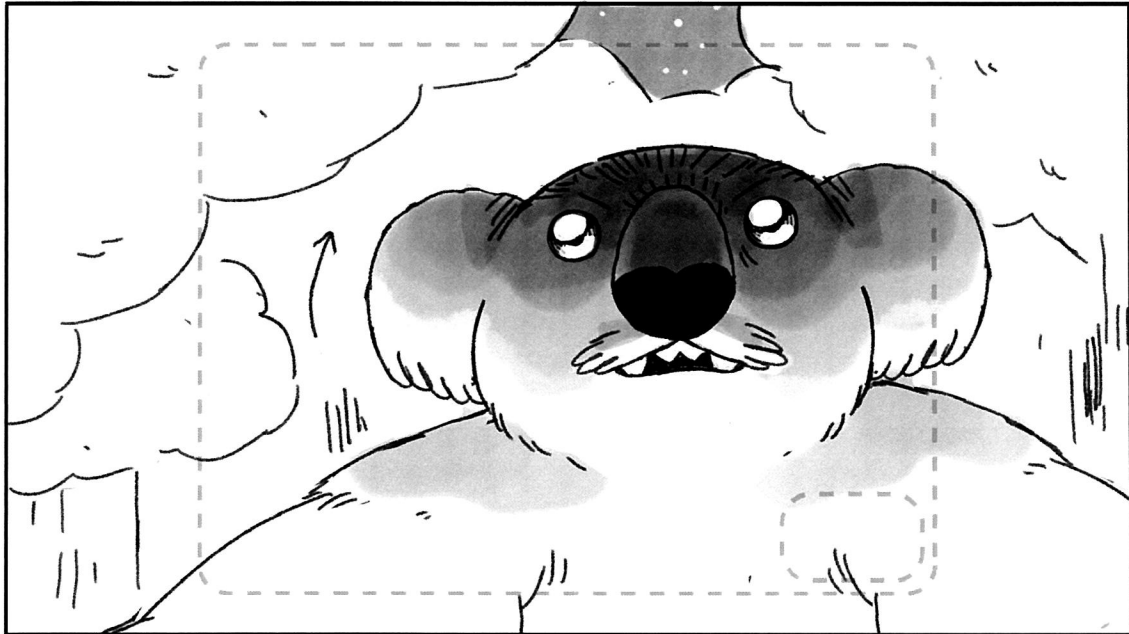


Sc. 50

Pnl. A

Bg.

day night



Sc. 51

Pnl. A

Bg.

day night



Dialog:

H / TELL ME EVERYTHING.

KOO / OK OK! * SIGH *

Action:



(SP)

H MENACING



Timing:

EPISODE # 1034-216

Production :

ADVENTURE TIME



Sc. 51	Pnl. B	Bg.	day night	Sc. 51	Pnl. C	Bg.	day night

<p>Dialog:</p> <p><u>KOO</u>/ I GREW UP POOR, YOU KNOW. THE OTHER KIDS CALLED ME <u>LIL' BUBBLES</u> BECAUSE WE COULDN'T AFFORD A BATHTUB... (2)</p>		<p><u>KOO</u>/ NOT MANY PEOPLE KNOW THAT.</p>
<p>Action:</p> <p>- KOO WELLS UP, FIST TREMBLES (2)</p>		<p>- KOO POINTS @ H</p>
<p>Timing:</p>		



1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

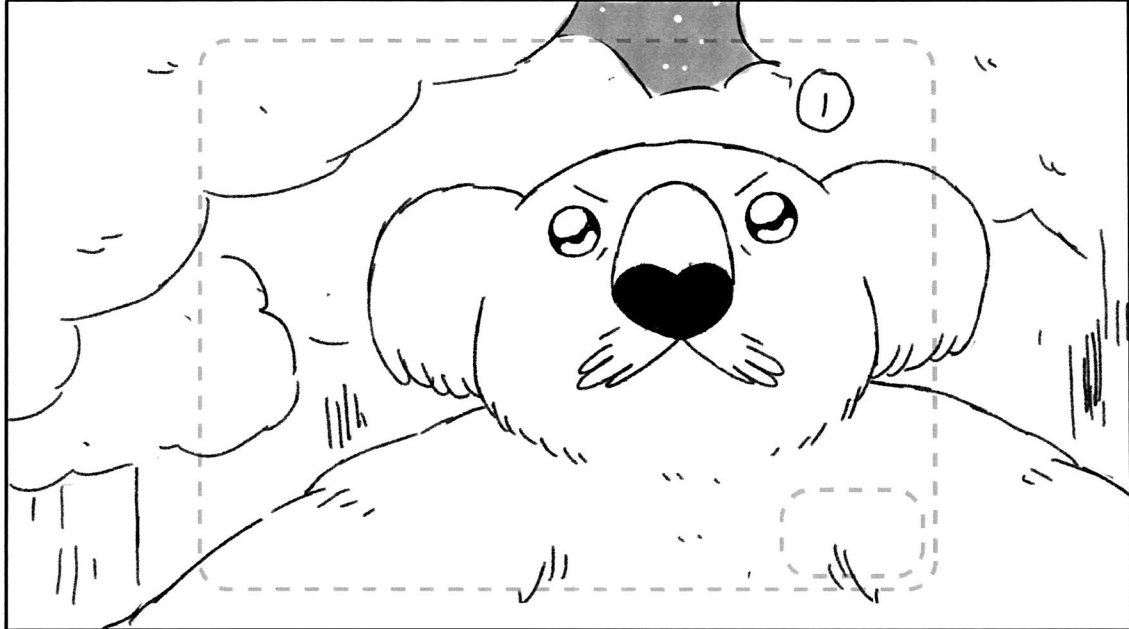


Sc. 52

Pnl. A

Bg.

day night

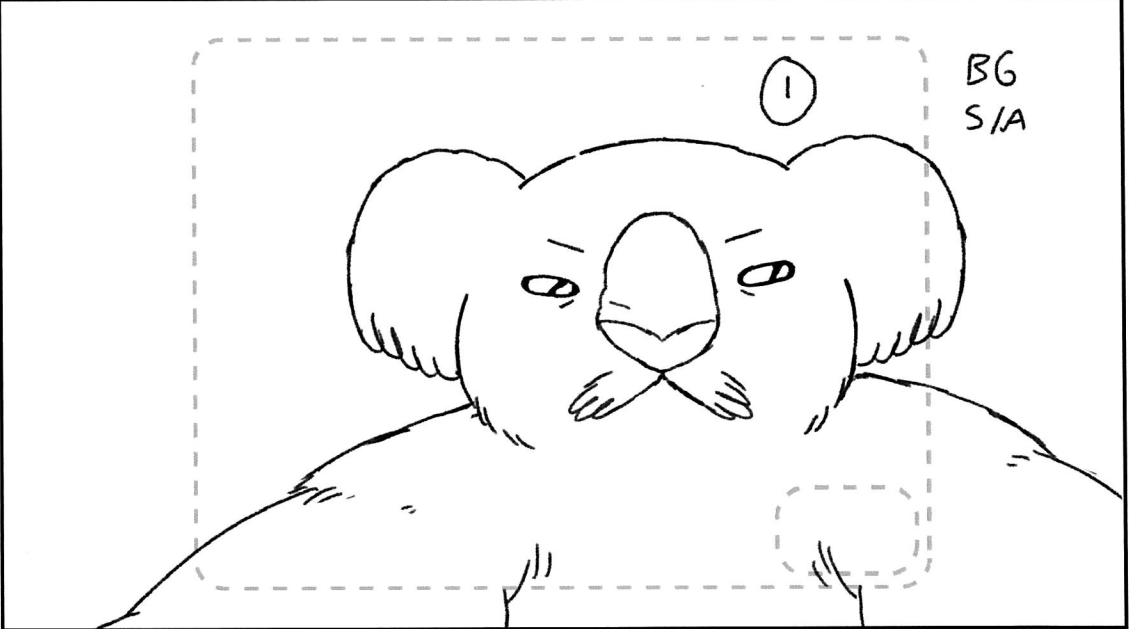


Sc. 52

Pnl. B

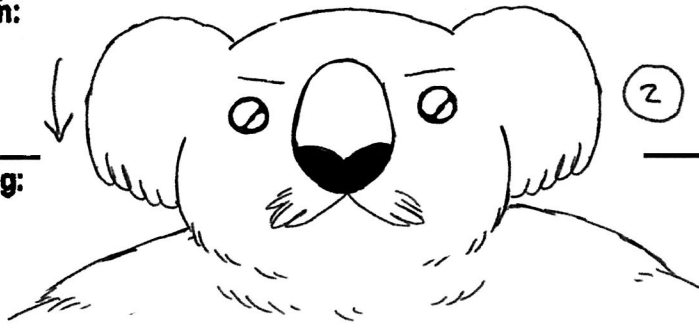

Bg.

day night



Dialog: (O/S, QUICK)
KOO/ SURE, I TRY TO ACT THE WAY WEALTHY PEEPS ARE SUPPOSED TO, BUT INSIDE I'M
THINKING ABOUT IT ALL THE TIME. MY DAD WANTED ME TO GO IN TO THE FAMILY BUSINESS—

Action: H GETTING ANNOYED AS KOO RAMBLES

Timing:  

EPISODE # 1034-216
Production :

ADVENTURE TIME



Page 61

Sc. 52

Pnl. C

Bg.

day night

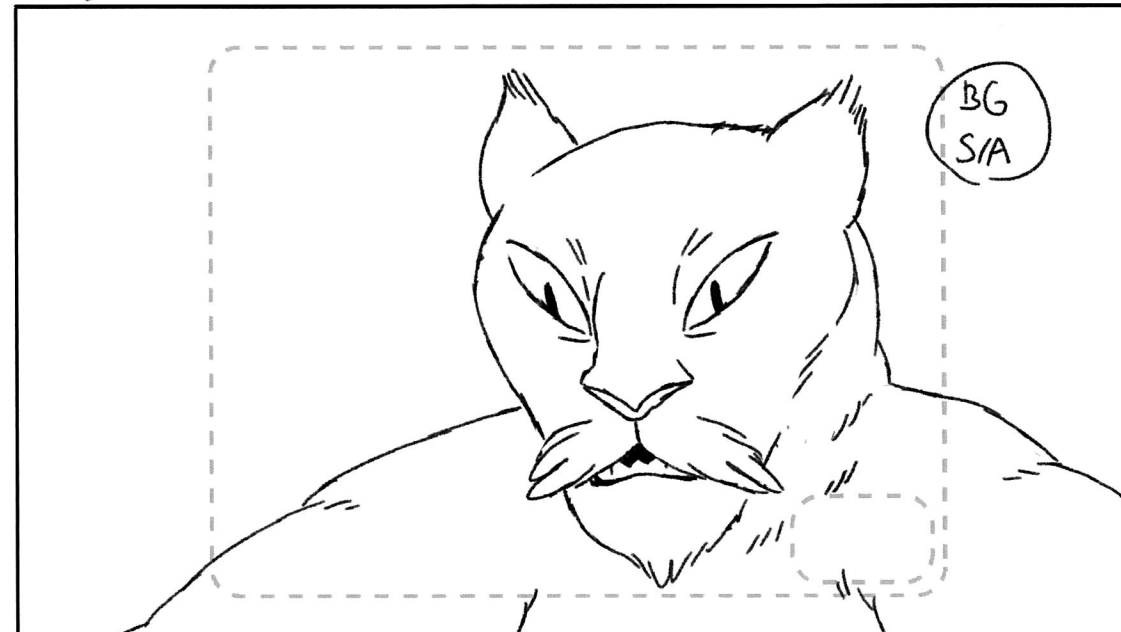


Sc. 52

Pnl. D

Bg.

day night



Dialog:

H/ SHUT UP!!

H/ TELL ME WHERE TO FIND MARCELINE

Action:



H'S HEAD QUICKLY MORPHS
TO PANTHER FORM

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



Page 62

Sc. 53

Pnl. A

Bg.

day night

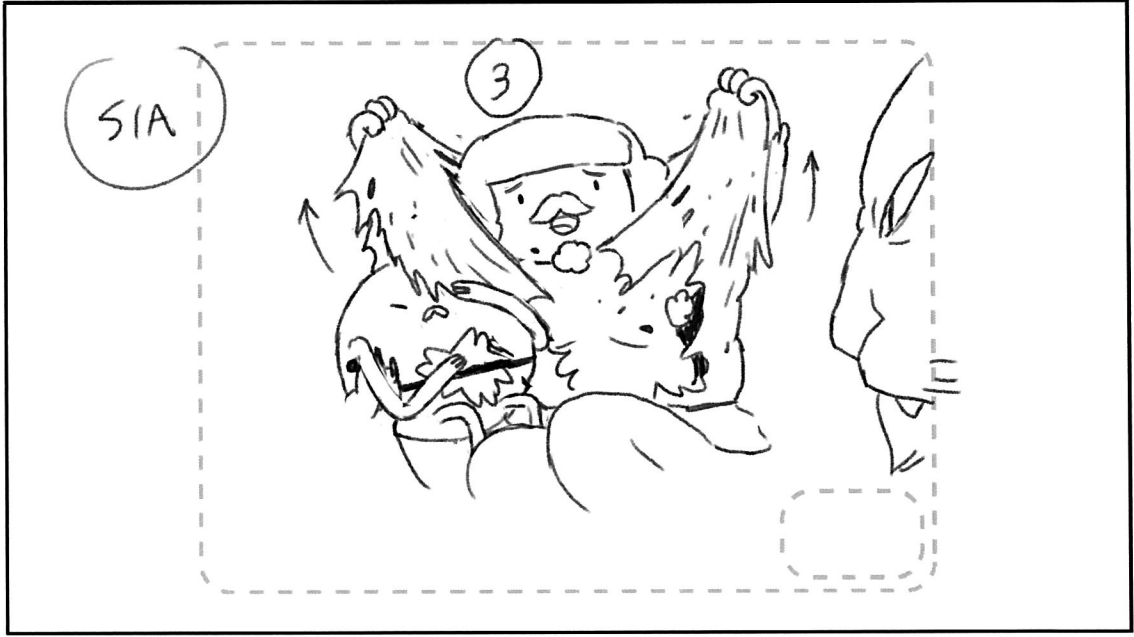


Sc. 53

Pnl. B

Bg.

day night



Dialog:

KOO/ (QUICKLY) OH HAHAYEAHSURE WELL SHE HANGS OUT
WITH THAT PRINCESS BUBBLEGUM, YOU KNOW HER?
(2)

KOO/ (STILL QUICKLY) WELL SHE HAS A NICE LITTLE
CABIN BY THE UH- I'LL DRAW YOU A MAP!

SFX / *RRRIP *

Action:

Timing:



1034-216

EPISODE #

Production :

ADVENTURE TIME



Sc. 53

Pnl. C

Bg.

day night

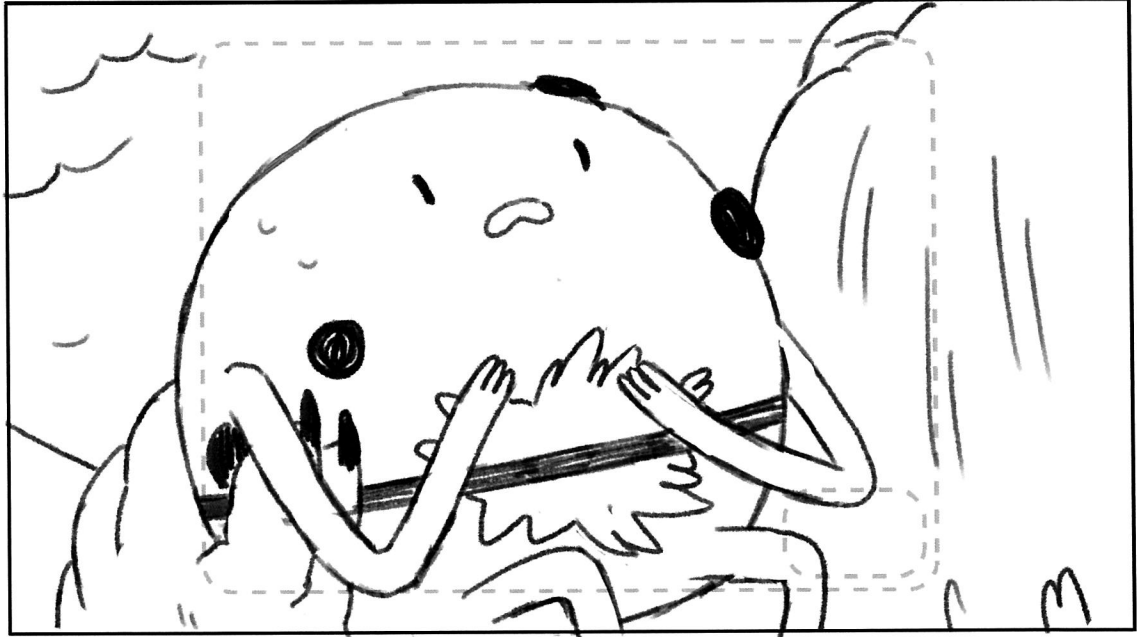


Sc. 54

Pnl. A

Bg.

day night



Dialog:

KOO/ CRUNCHY, DO YOU HAVE A PEN? TELL ME YOU HAVE A PEN!
(2)

C/ OH! AHH...

Action:

(2)

— C SWEATS, SLIDES FANNY PACK AROUND

Timing:

EPISODE # 1034-216

Production :

ADVENTURE TIME



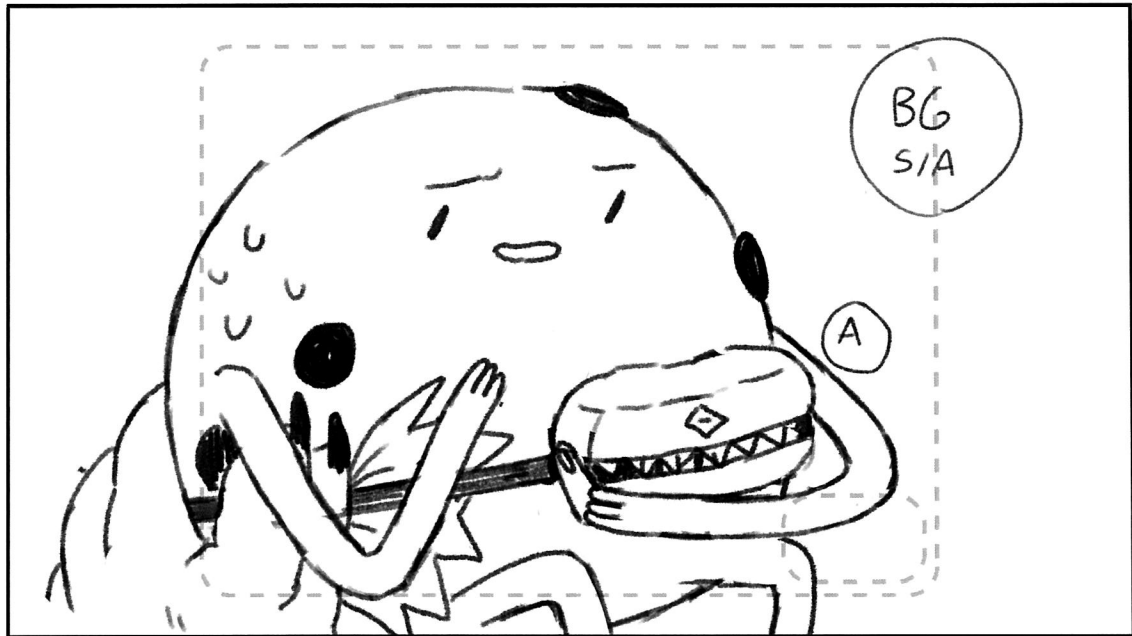
Page 64

Sc. 54

Pnl. B

Bg.

day night

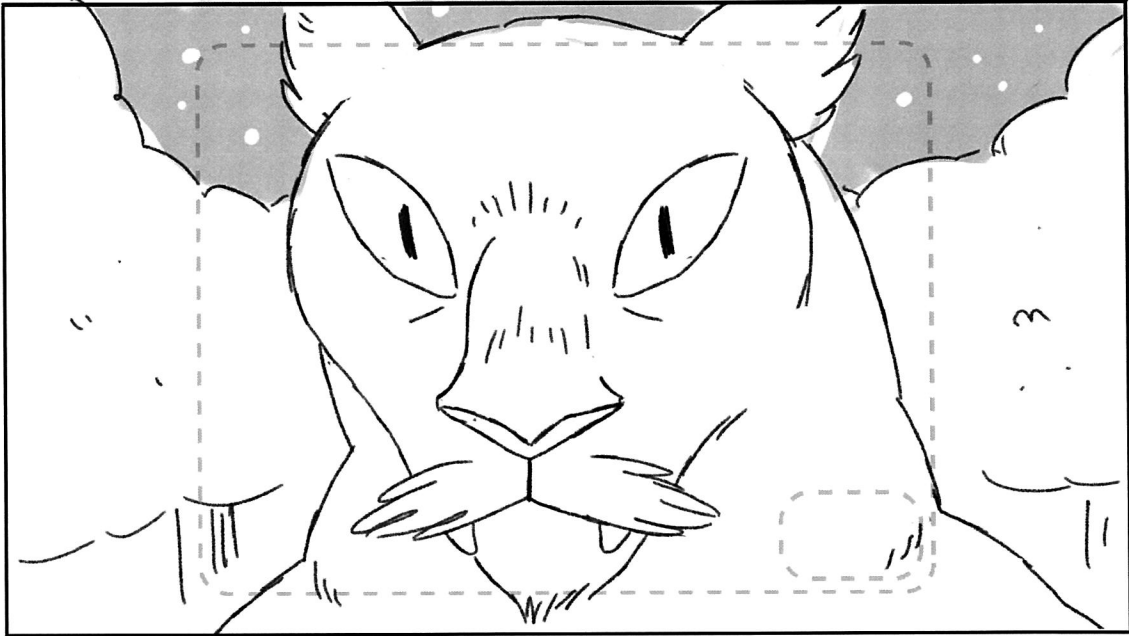


Sc. 55

Pnl. A

Bg.

day night



Dialog:

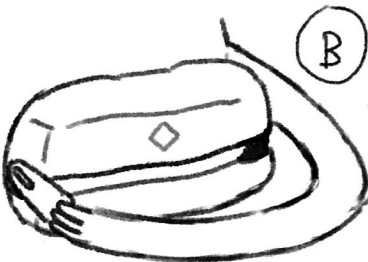
C/ HEH ... THIS DARN ZIPPER... HEH HEH ...
SFX/ CLK CLK CLK

SFX/ (OFF/S) CLK CLK

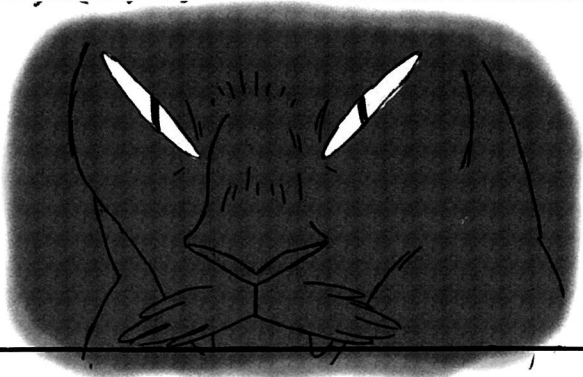
Action:

- H'S EYES
NARROW

Timing:



C JERKING ON ZIPPER (ABABAB)



Production :

EPISODE #

1034-216

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 65

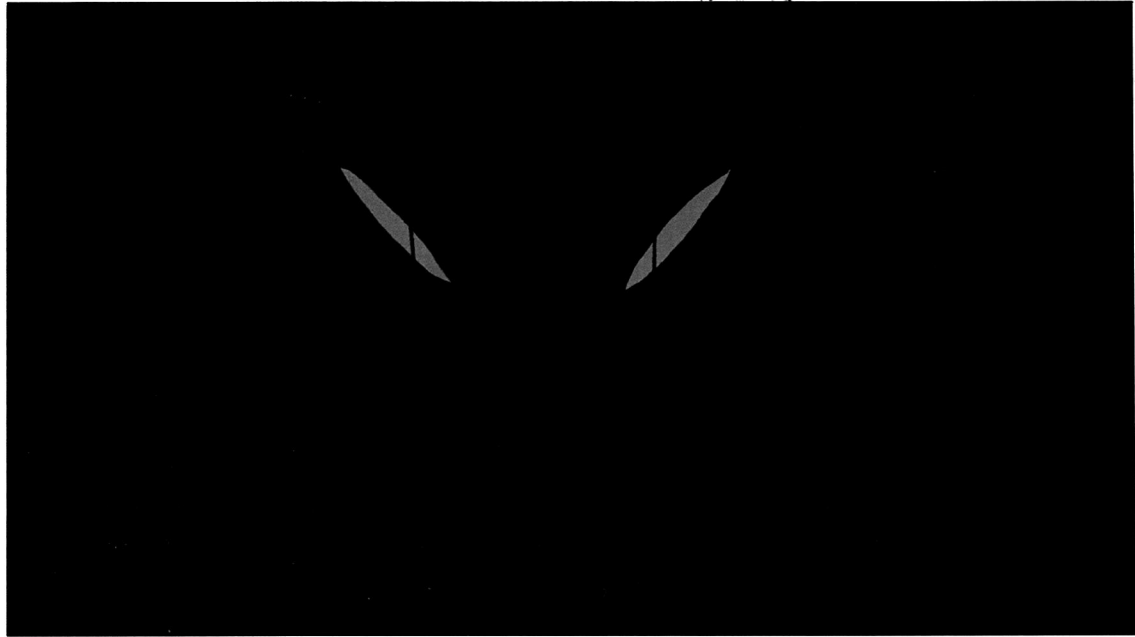
NO
P. 66-
69

Sc. SS

Pnl. B

Bg.

day night



Sc. SS

Pnl. C

Bg.

day night



Dialog: <u>C</u> : (9/5) OH JEEZ ... <u>SFX</u> : * CLK CLK *
Action: - FADE TO BLACK, H'S EYES FADE LAST ~~~~~
Timing:

EPISODE # 1034-216
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 70

No
P. 66-
69

Sc. 56

Pnl. A

Bg. B203s084_152 day night

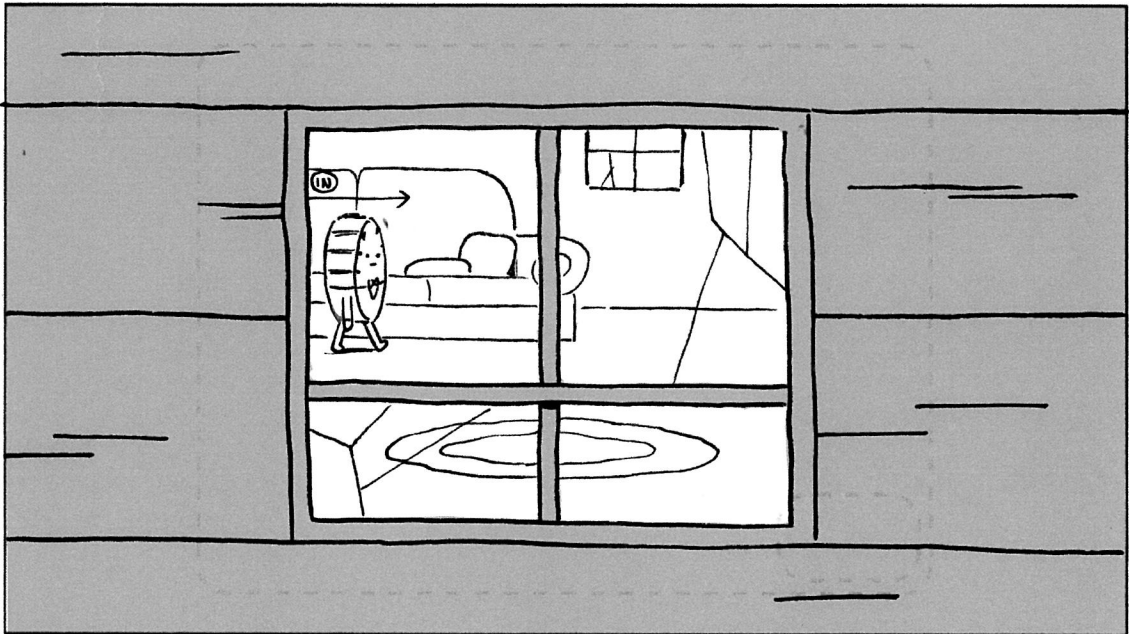


Sc. 57

Pnl. A

Bg.

day night



Dialog:	
Action:	- CUT TO CABIN
Timing:	- PEP BUT WALKS ON/S.
	- PEP BUT GRABS PILLOW



EPISODE #
1034-216
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 71

Sc. 57

Pnl. B

Bg.

day night

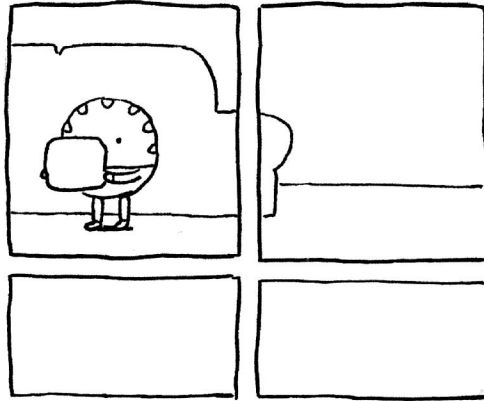
Sc. 57

Pnl. C

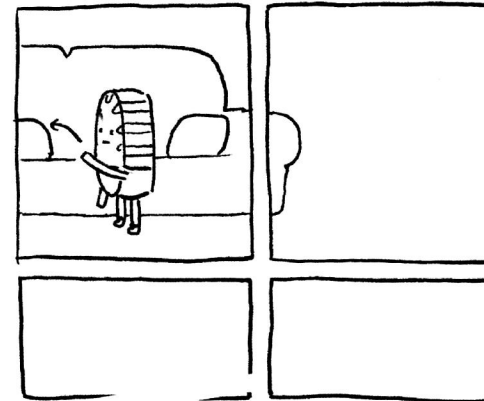
Bg.

day night

S/A



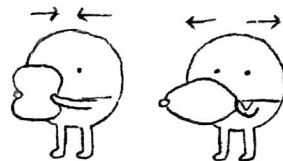
S/A



Dialog:

Action:

Timing:



PLUMPS
CUSHION

- PEP BUT THROWS CUSHION ON SOFA

EPISODE #

1034-216

Production :

ADVENTURE TIME



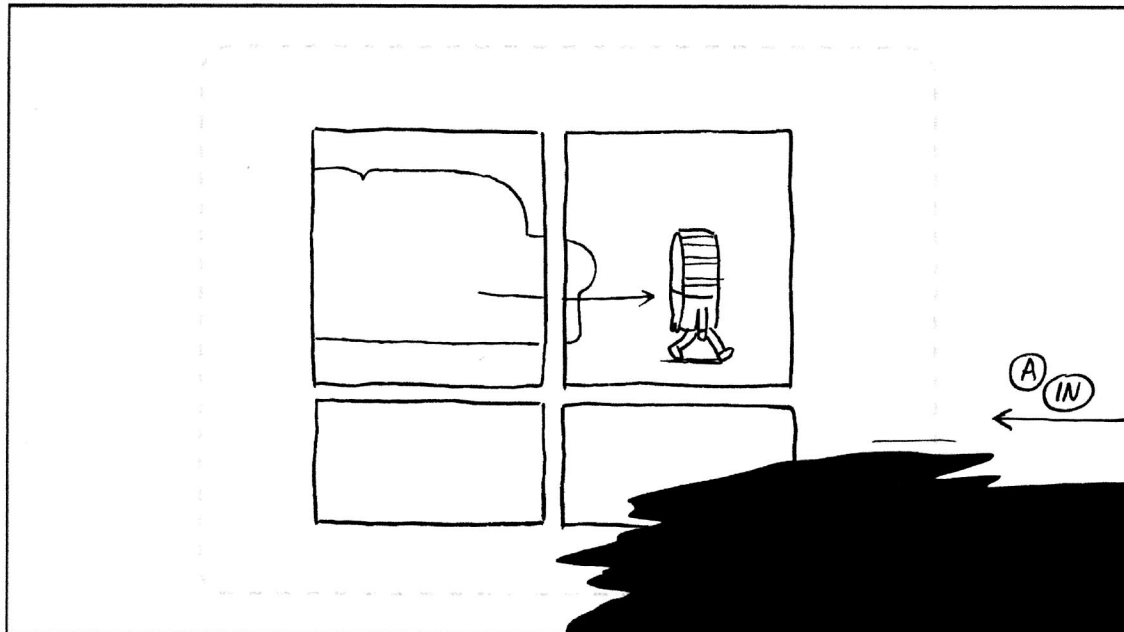
Page 72

Sc. 57

Pnl. D

Bg.

day night

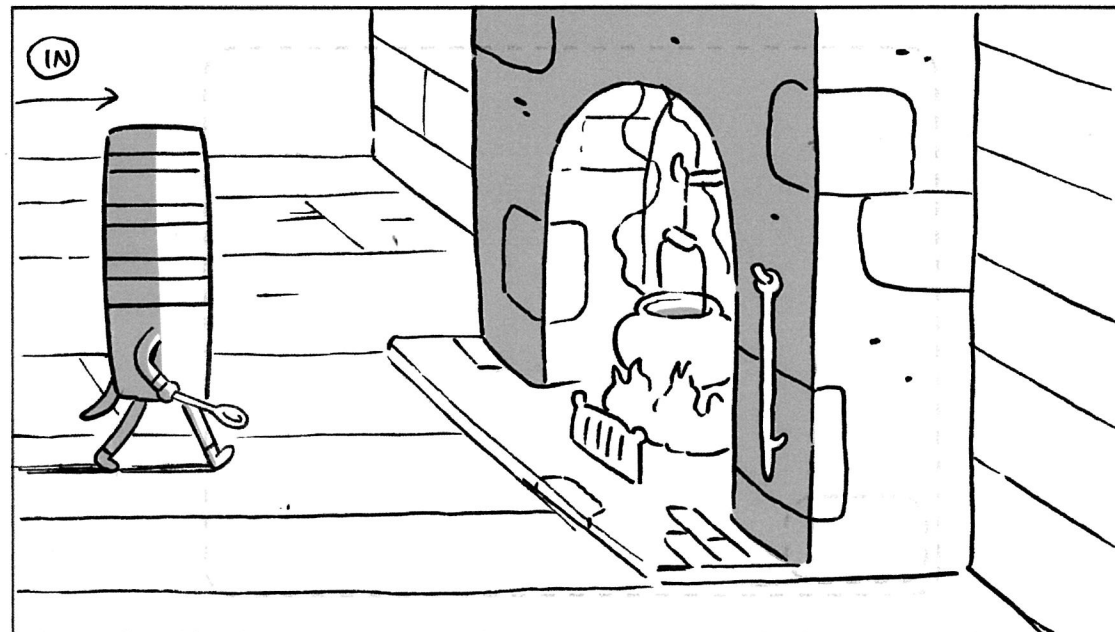


Sc. 58

Pnl. A

Bg.

day night



Dialog:

(SFX) * WHOOSH/SCUTTLE *

Action:

- BLACK SHAPE WOOSHES PAST

- PEP BUT WALKS OFF/S.

- PEP BUT WALKS ON/S.

Timing:



EPISODE #
1034-216

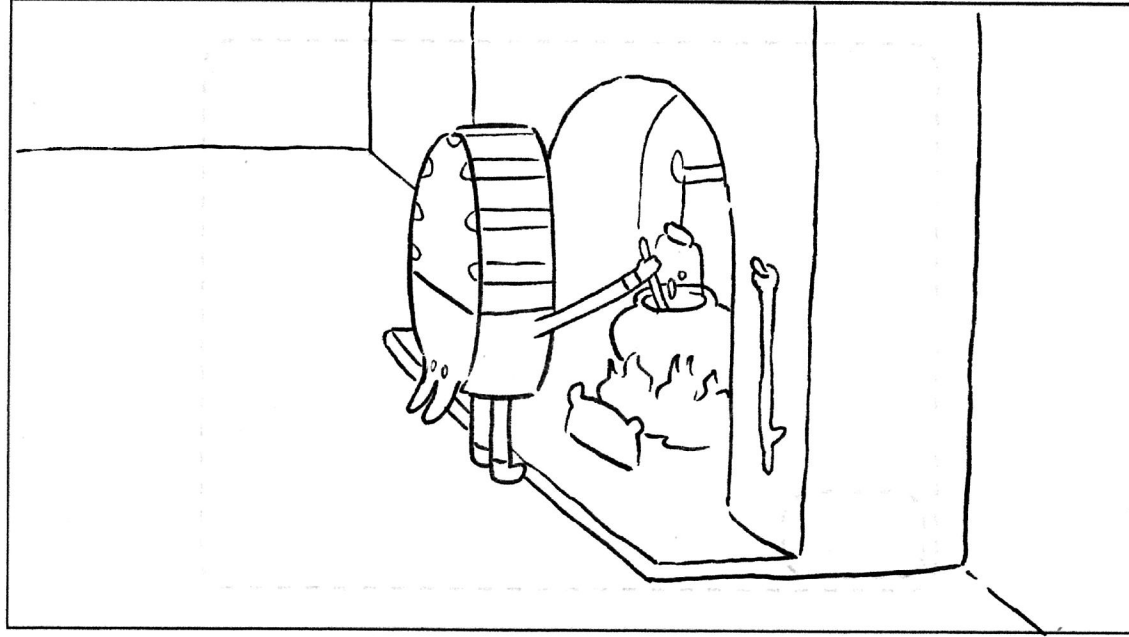
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

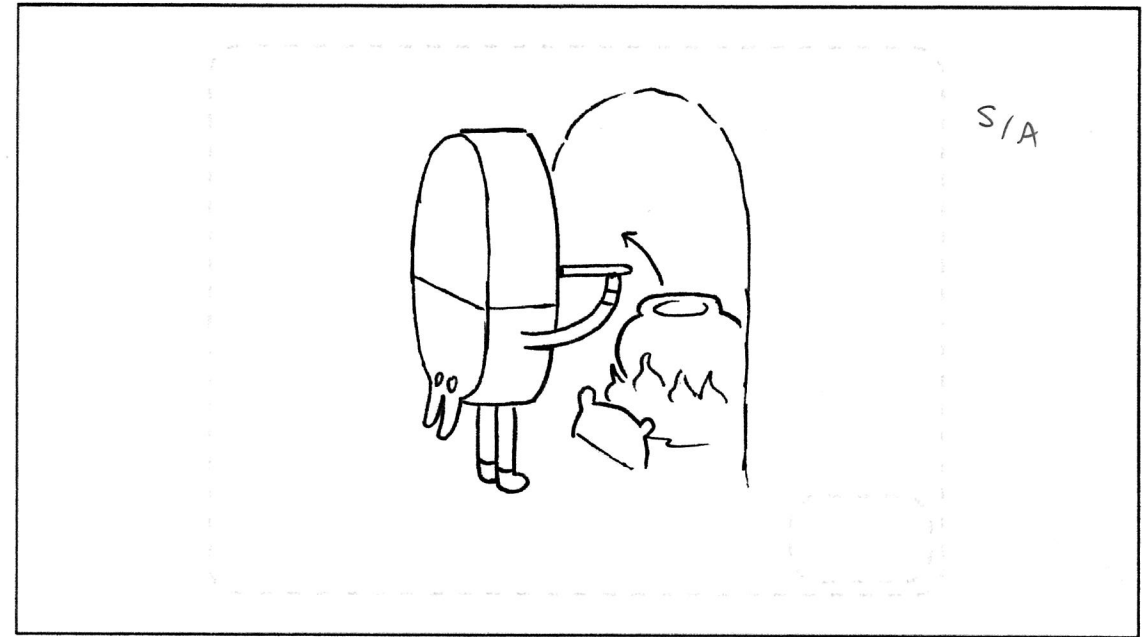
ADVENTURE TIME



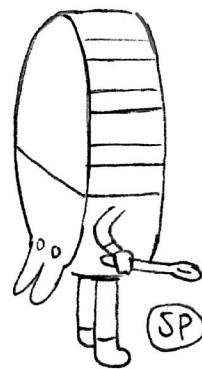
Sc. 58 Pnl. B Bg. day night



Sc. 58 Pnl. C Bg. day night



Dialog:	(PB) * TASTING SOUNDS *	
Action:	(B1)	(B2)
Timing:	(SP)	



-PEP BUT STIRS SOUP.



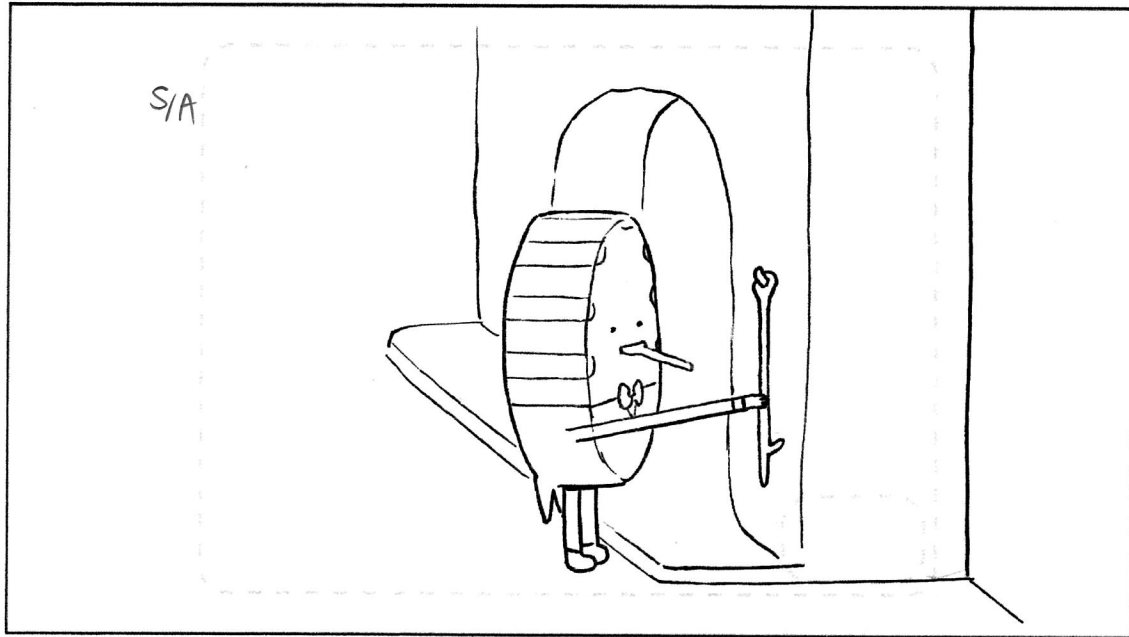
EPISODE # 1034-216
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

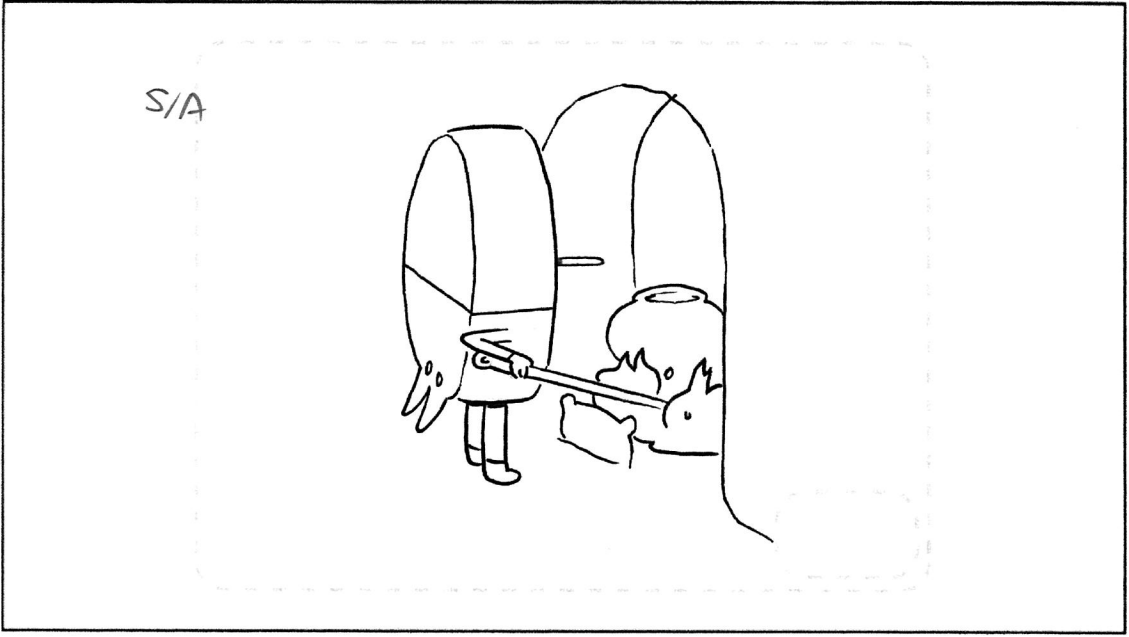
ADVENTURE TIME



Sc. 58 Pnl. D Bg. day night



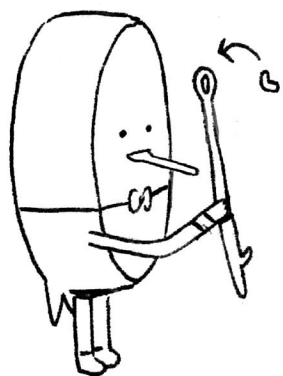
Sc. 58 Pnl. E Bg. day night



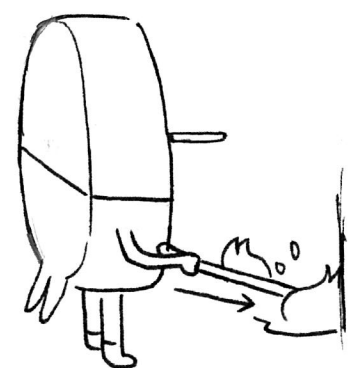
Dialog: (SFX) * WEIRD SCRATCHING SOUND *

Action:
-PB GRABS
POKER (HOLDS SPOON
IN MOUTH)

Timing:



-PB POKES FIRE



EPISODE # 1034-216
Production :

ADVENTURE TIME



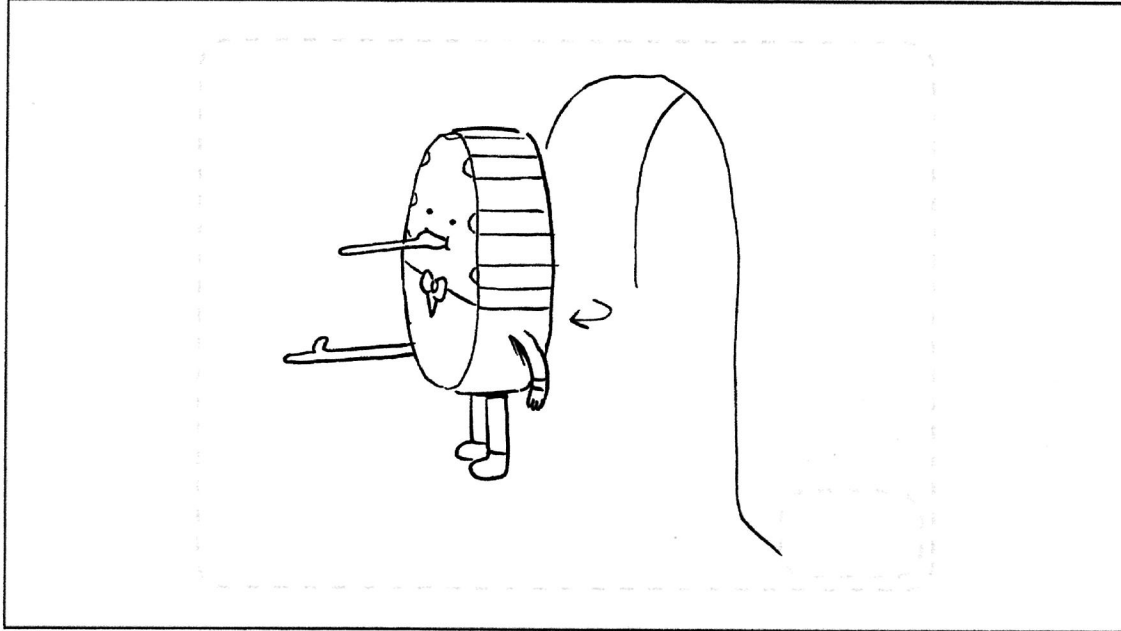
Page 75

Sc. 58

Pnl. F

Bg.

day night



Sc. 59

Pnl. A

Bg.

day night



Dialog:

(SFX) * SCRATCHING SOUND STOPS *

Action:

- PEP BUT TURNS AROUND

- SCRATCHING HAS STOPPED

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME

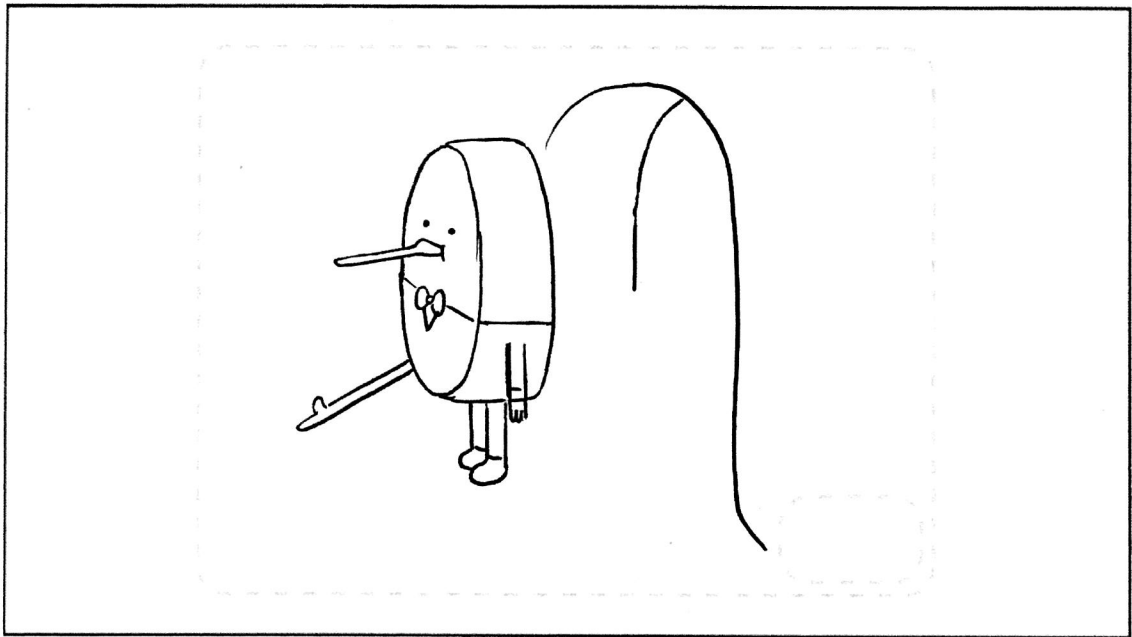


Sc. 60

Pnl. A

Bg.

day night

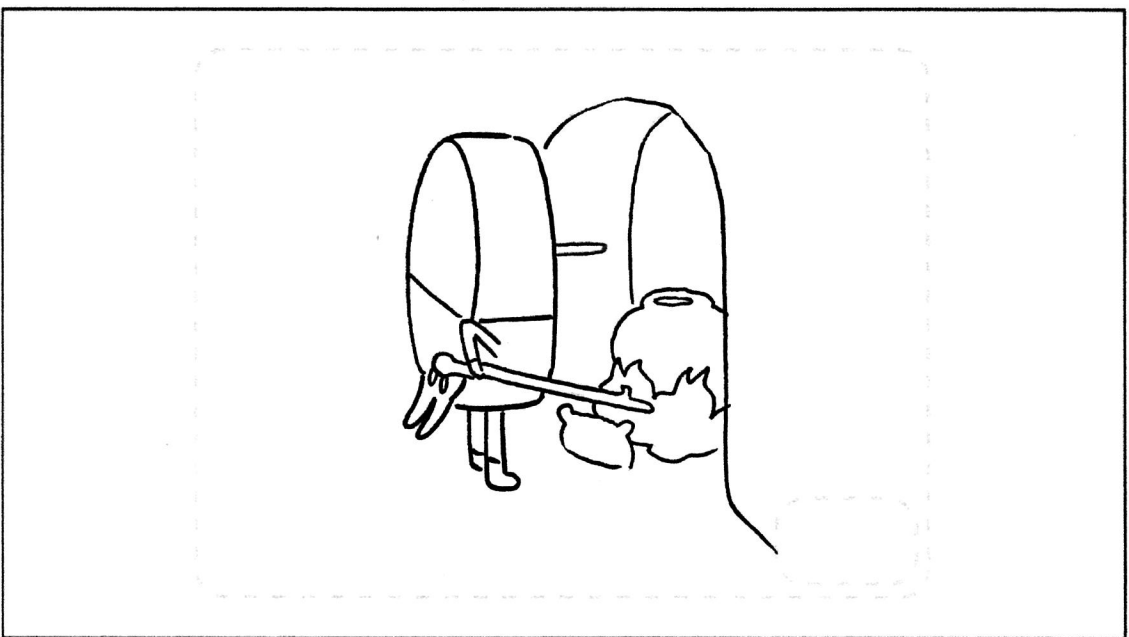


Sc. 60

Pnl. B

Bg.

day night



Dialog:

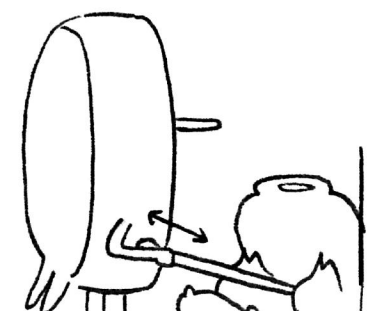
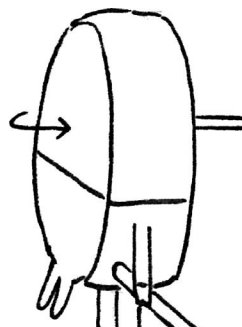
(SFX) * SCRATCHING SOUNDS *

Action:

- PEP BUT TURNS AROUND.

Timing:

- PEP BUT POKES FIRE x 2



ADVENTURE TIME

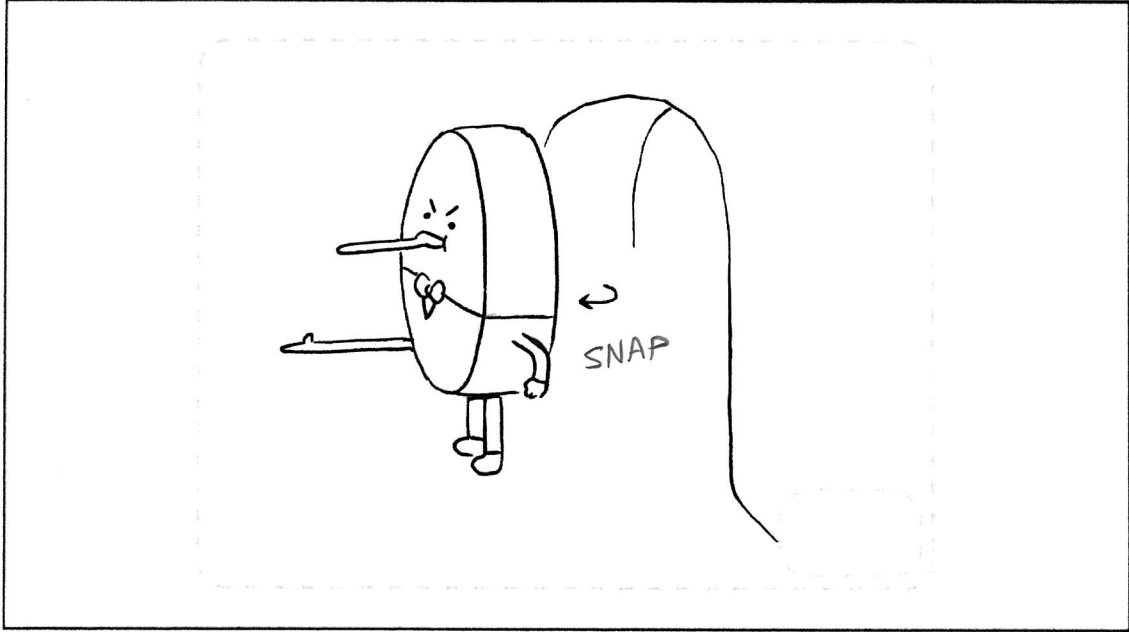


Sc. 60

Pnl. C

Bg.

day night

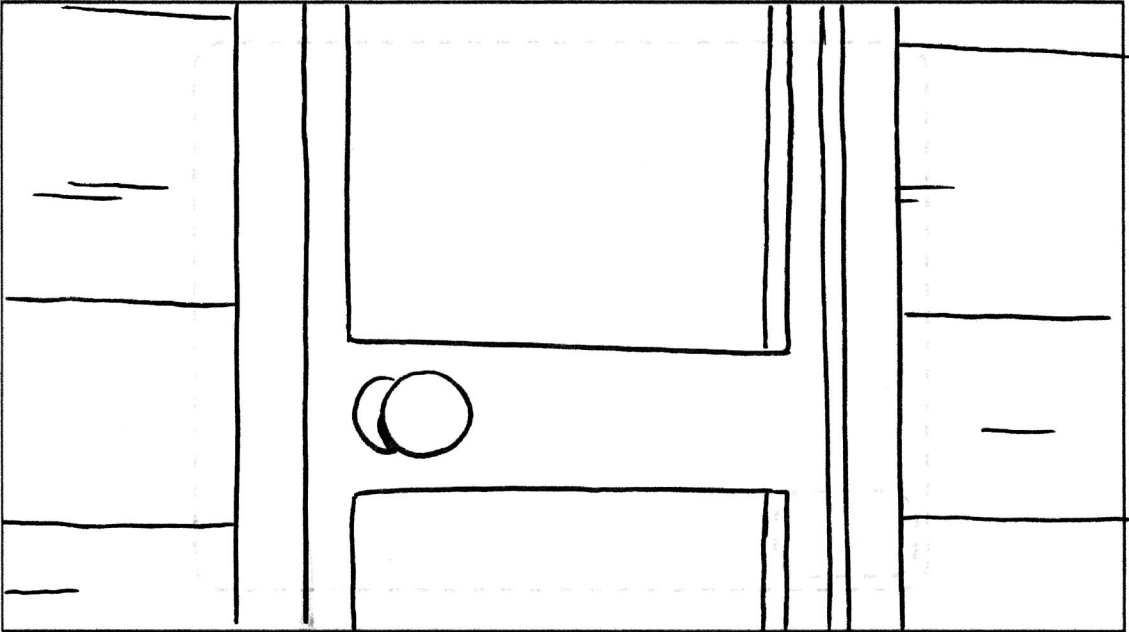


Sc. 61

Pnl. A

Bg.

day night



Dialog:
SFX: * SCRATCHING * _____ (SFX) * SOUNDS STOP *
Action:
-PEP BUT TURNS QUICKLY.
Timing:

EPISODE # 1034-216
Production :

ADVENTURE TIME



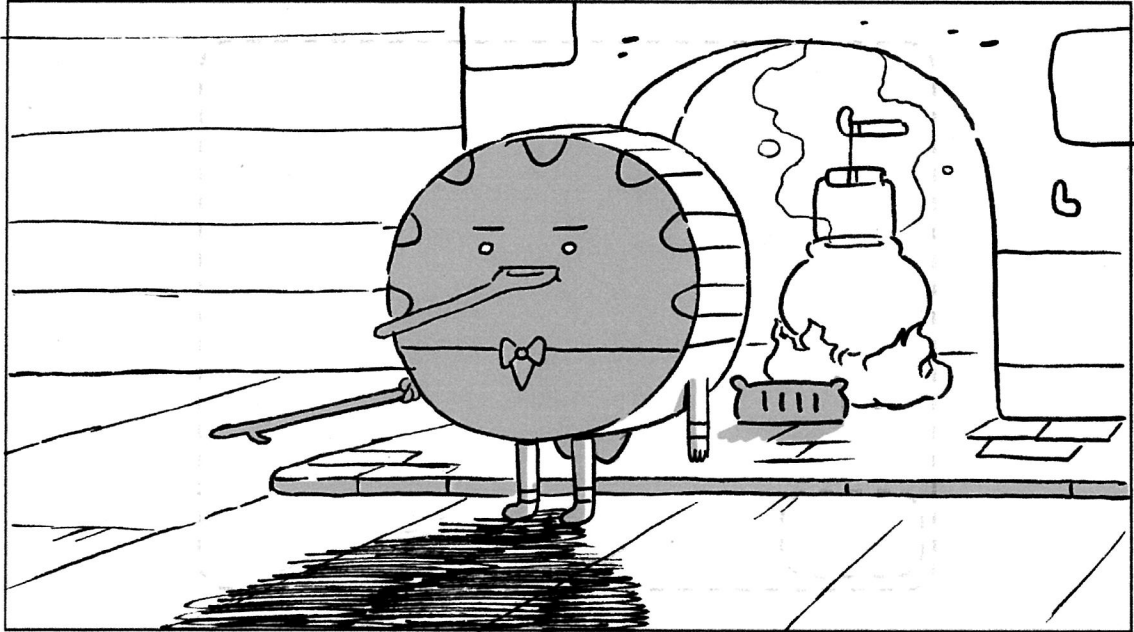
Page 78

Sc. 62

Pnl. A

Bg.

day night

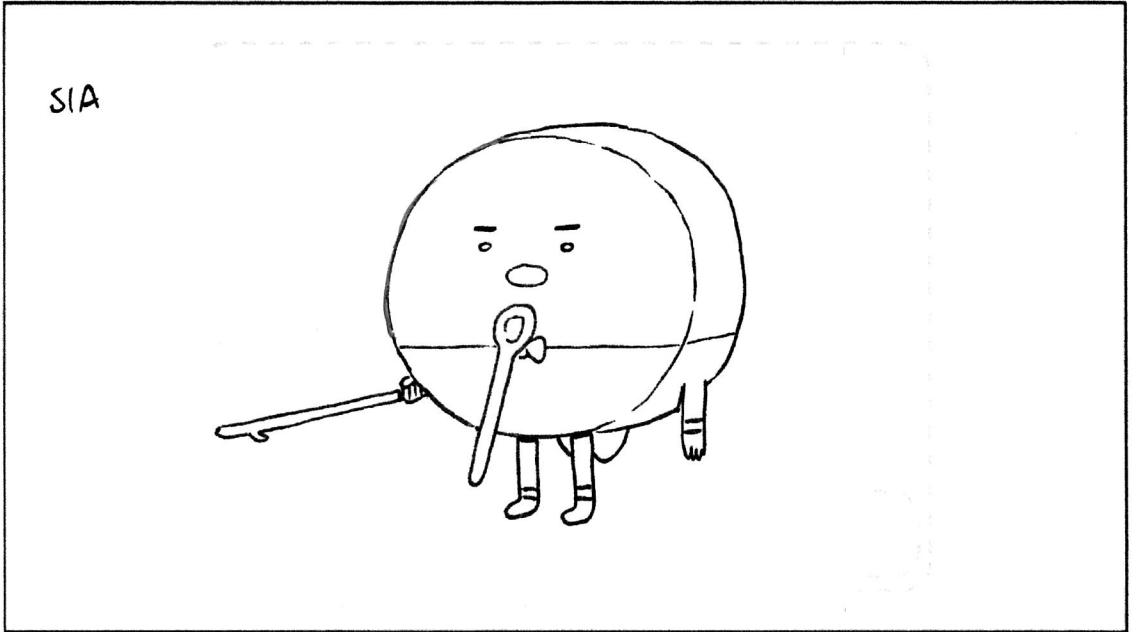


Sc. 62

Pnl. B

Bg.

day night



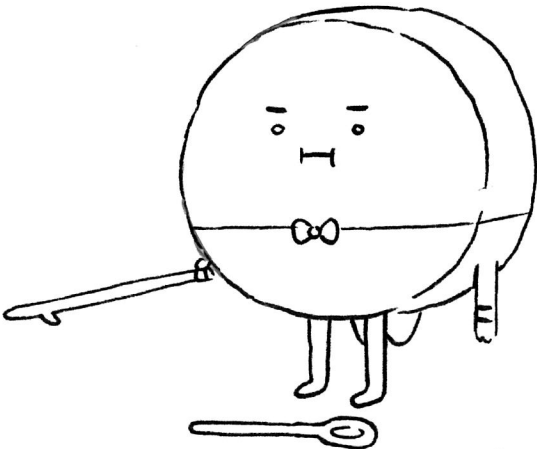
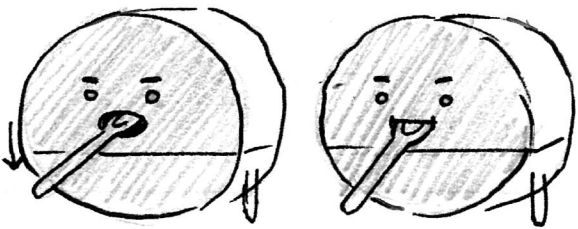
Dialog:

Action:

Timing:

SFX: *CLK*

-PEP BUT LETS SPOON
FALL FROM MOUTH.



EPISODE # 1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



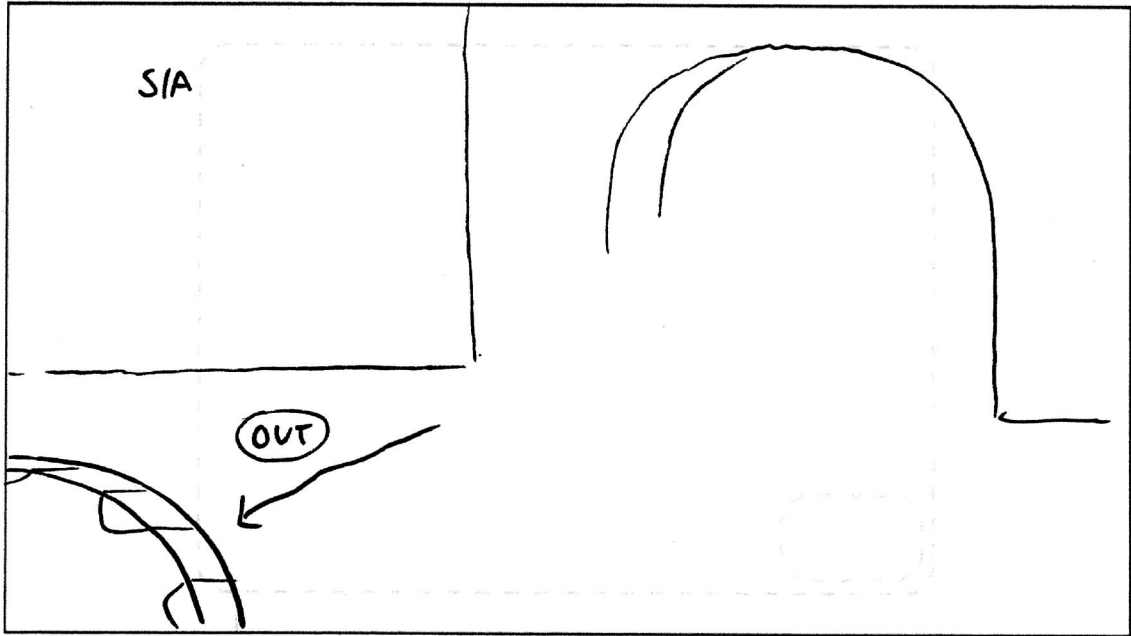
Page 79

Sc. 62

Pnl. C

Bg.

day night

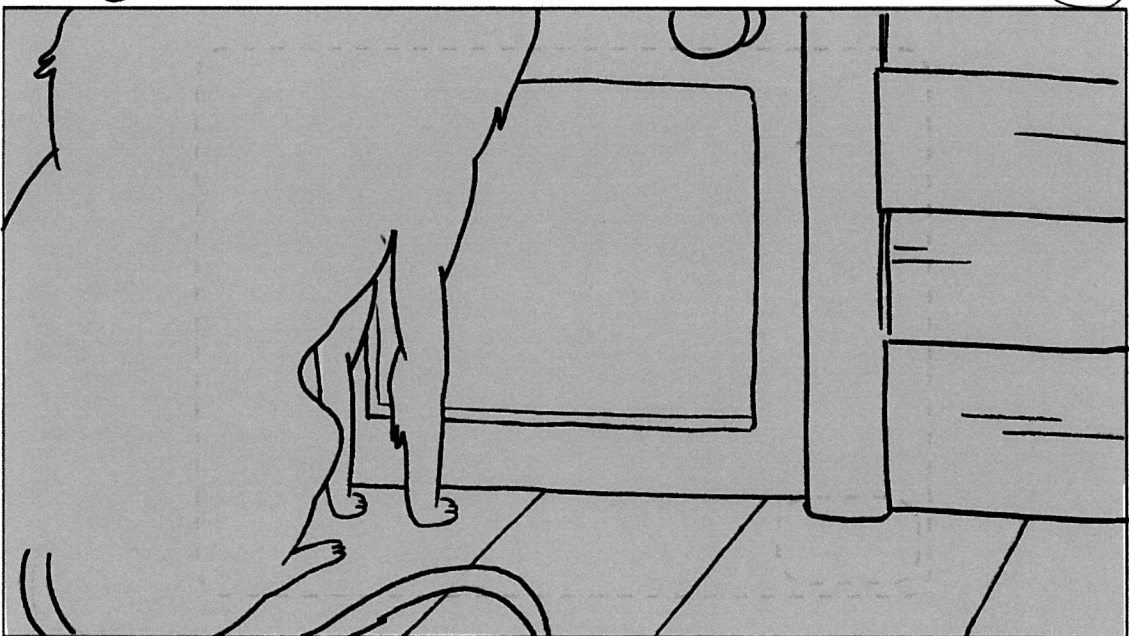


Sc. 63

Pnl. A

Bg.

day night



Dialog:

(PB) [GRUMBLING]

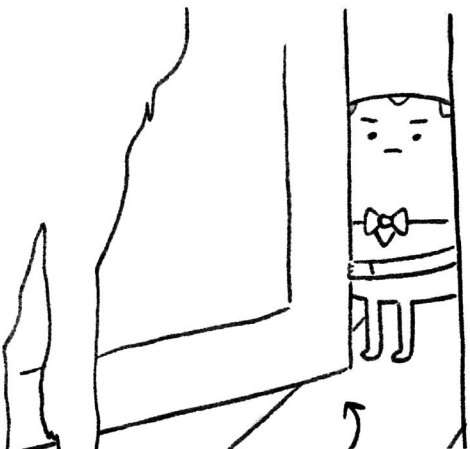
(SFX) *FOOTSTEPS TO DOOR* CLK *

Action:

-PEP BUT WALKS OFF/S.

-PEP BUT OPENS DOOR.

Timing:



EPISODE # 1034-216

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 63

Pnl. B

Bg.

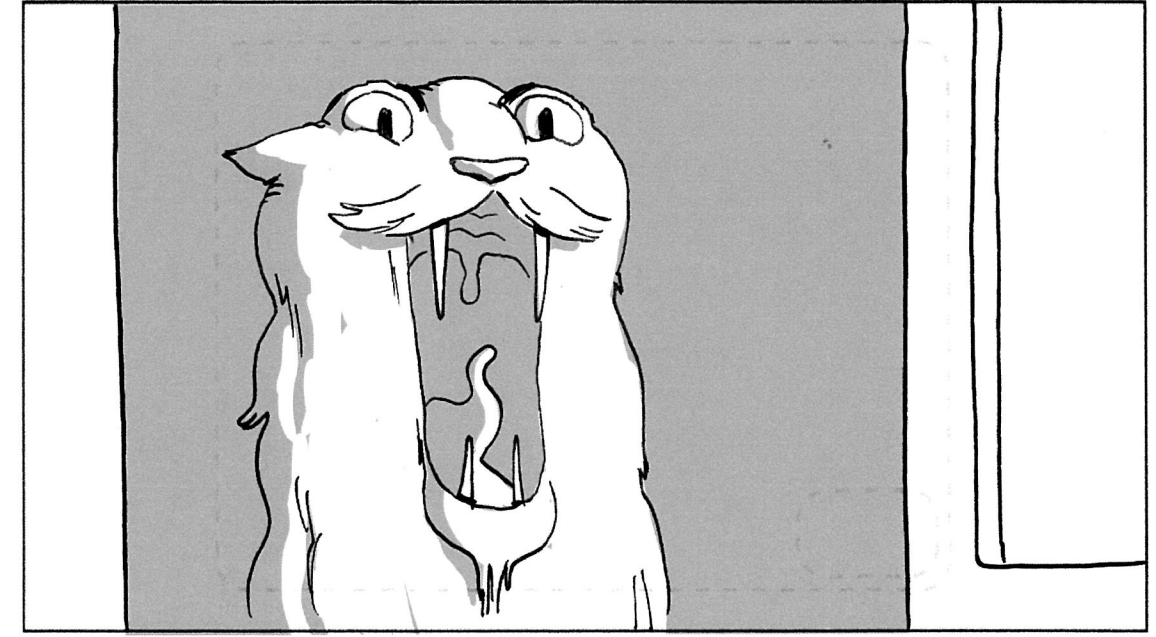
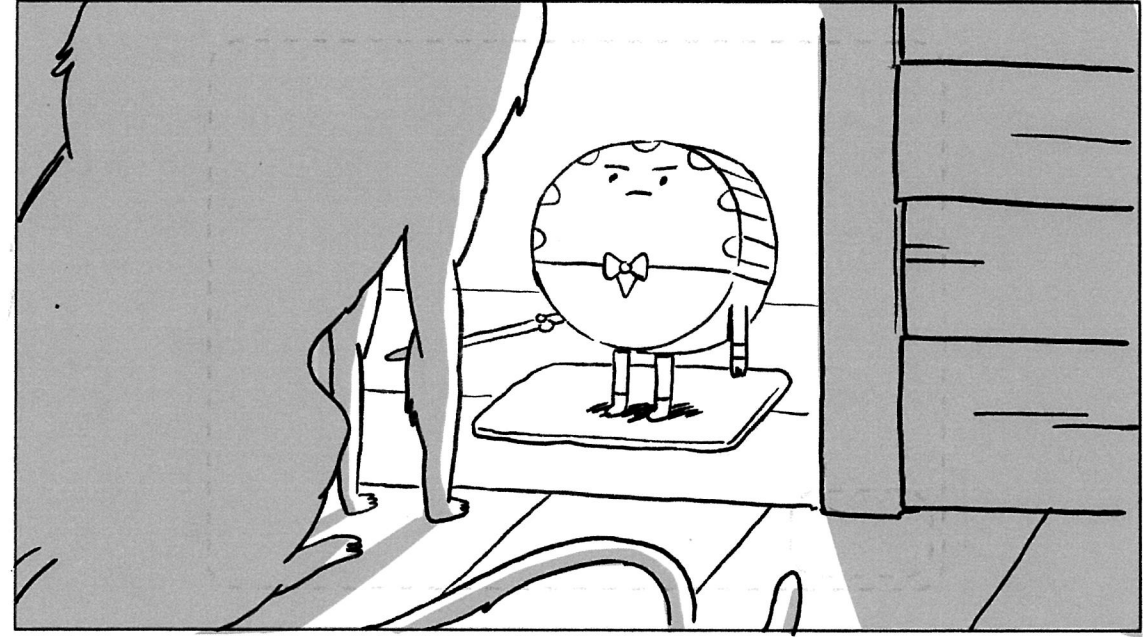
day night

Sc. 64

Pnl. A

Bg.

day night

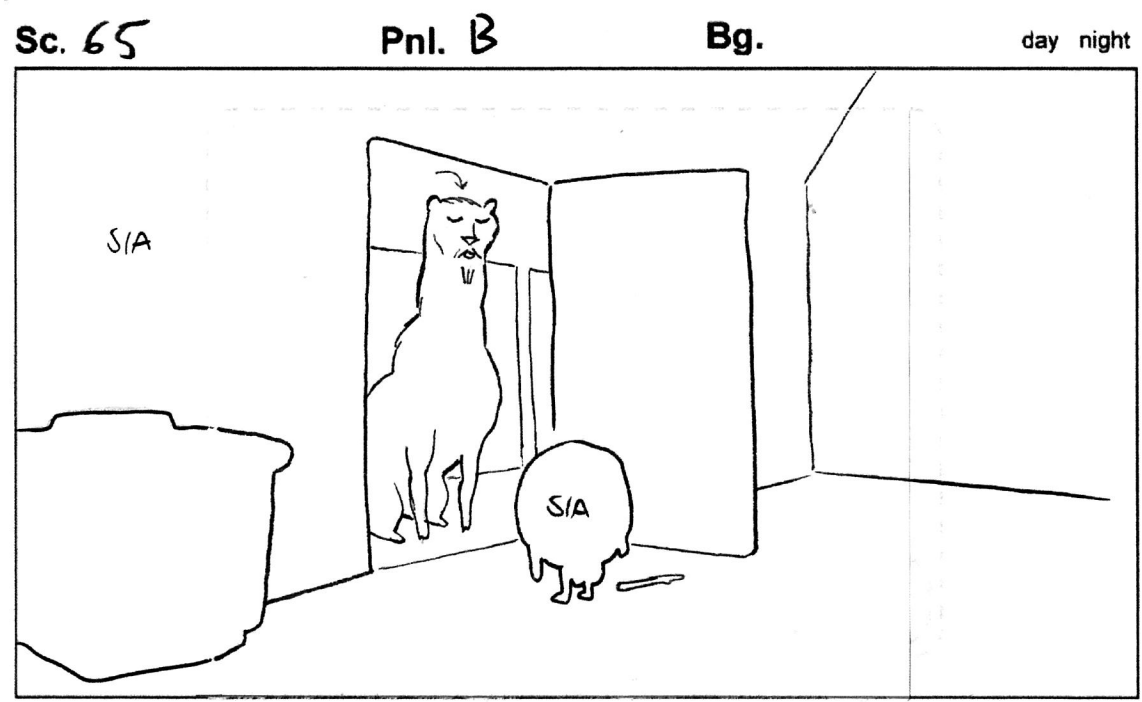
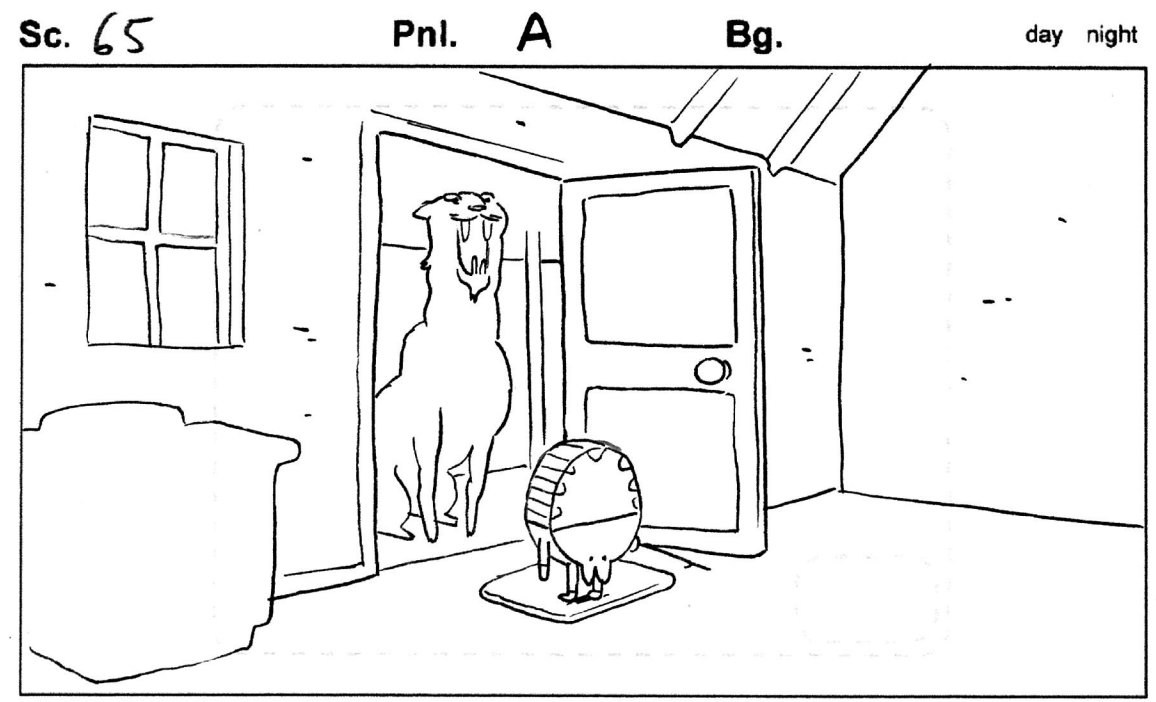


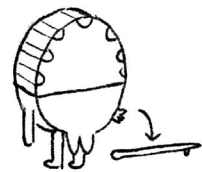
Dialog:	<u>SFX:</u> * HORROR STING *
Action:	
Timing:	

EPISODE # 1034-216
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



<p>Dialog:</p> <p>(H) ...</p> <p>SFX: * CLNK *</p>		<p>(H) MAY I COME IN ?</p>	
<p>Action:</p> <p>- PB DROPS POKER</p>			
<p>Timing:</p> 			

EPISODE # 1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

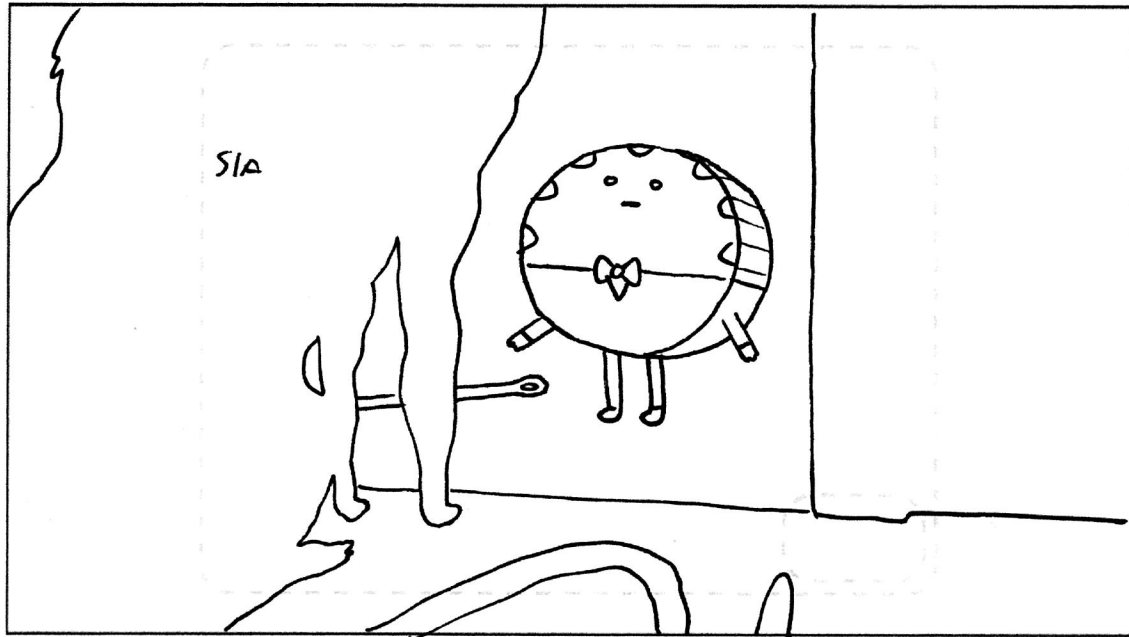


Sc. 66

Pnl. A

Bg.

day night

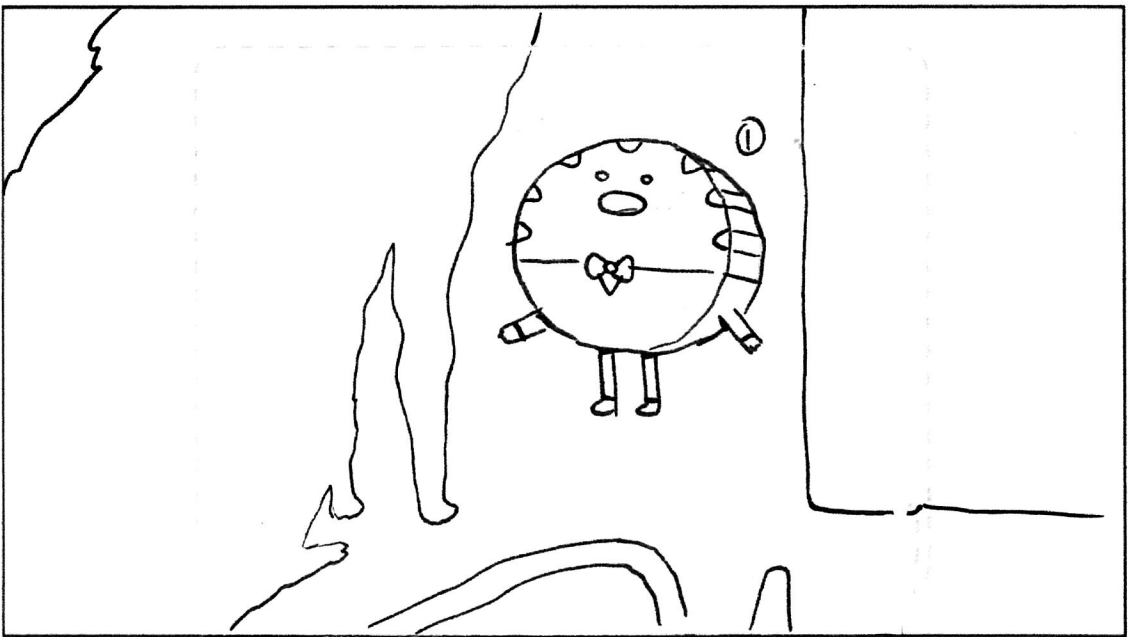


Sc. 66

Pnl. B

Bg.

day night



Dialog:

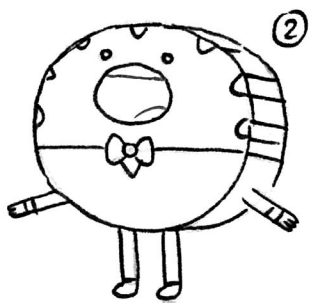
(PB) ...

(PB) HA!^①

AH HAHA!^②

Action:

Timing:



EPISODE # 1034-216

Production :

ADVENTURE TIME



Sc. 67

Pnl. A

Bg.

day night

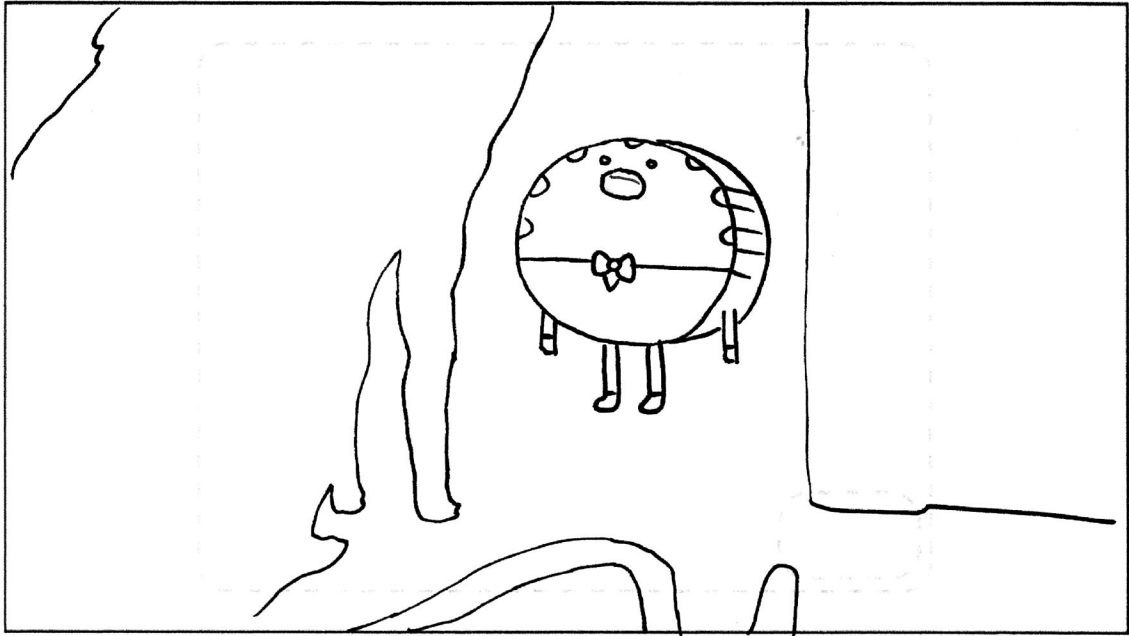


Sc. 68

Pnl. A

Bg.

day night



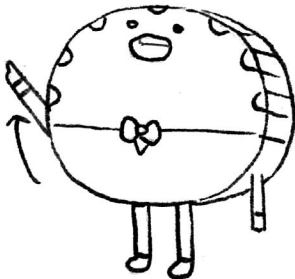
Dialog:

(PB) [O/S] YOU STUPID DUMB VAMPIRE IDIOT

(PB) YOU'RE ONE OF THOSE OLD FASHIONED REVENANTS

Action:

Timing:



EPISODE # 1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



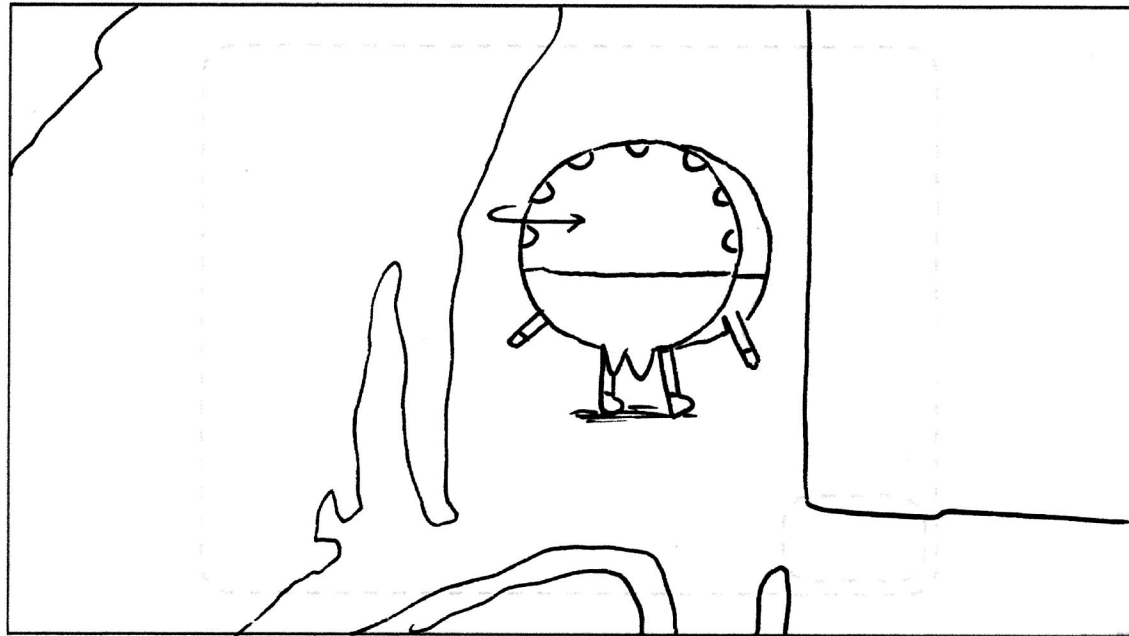
Page 84

Sc. 68

Pnl. B

Bg.

day night

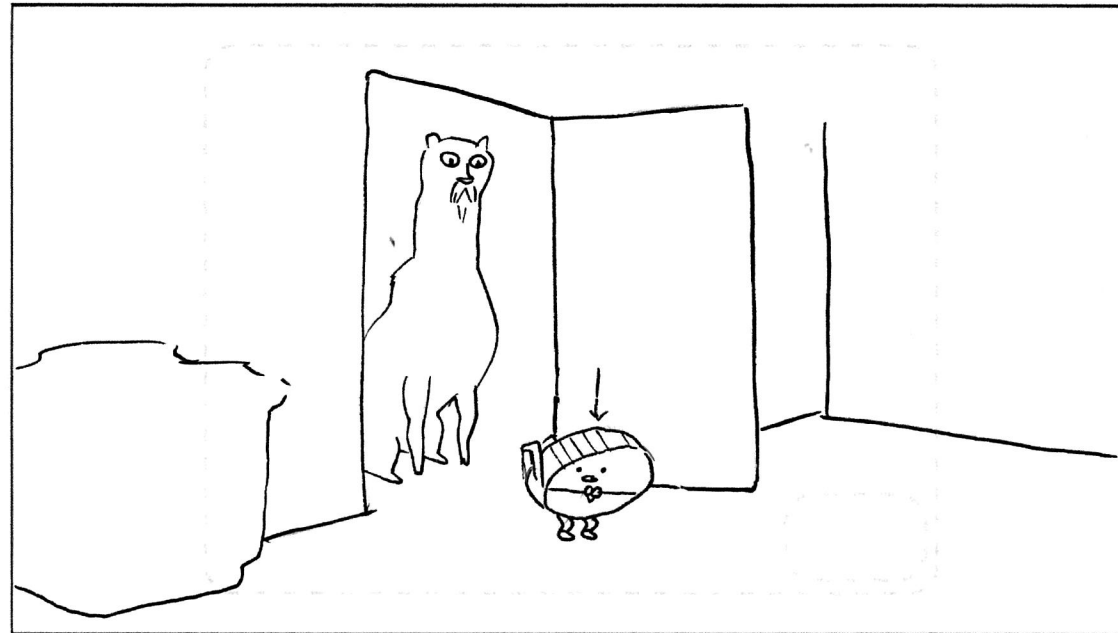


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(PB) YOU CAN'T COME IN UNLESS I INVITE YOU IN!

(PB)

OOH HA HA

Action:

LIFTS COAT TAIL

Timing:



-PB BOBS UP AND DOWN



1034-216

EPISODE #

Production :

ADVENTURE TIME



Page 85

Sc. 69

Pnl. B

Bg.

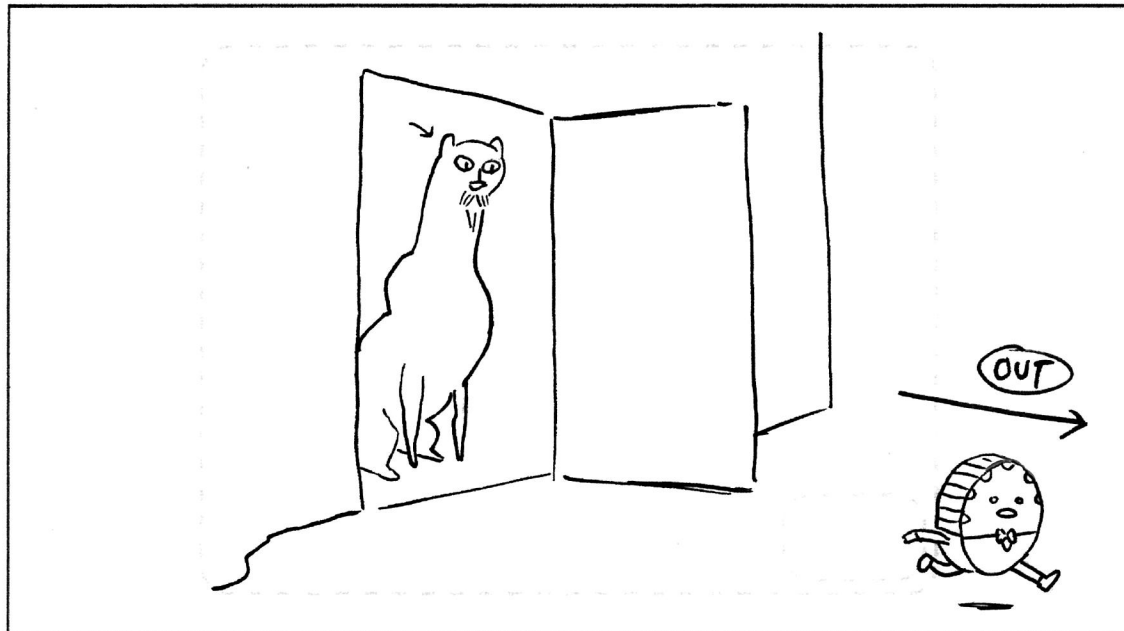
day night

Sc. 70

Pnl. A

Bg.

day night



Dialog:

(PB) WHAT DO YOU THINK WOULD EVEN HAPPEN -

(PB) - IF YOU JUST WALKED IN HERE?

Action:

- PEP BUT RUNS OFF/S.

- PEP BUT RUNS ON/S

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



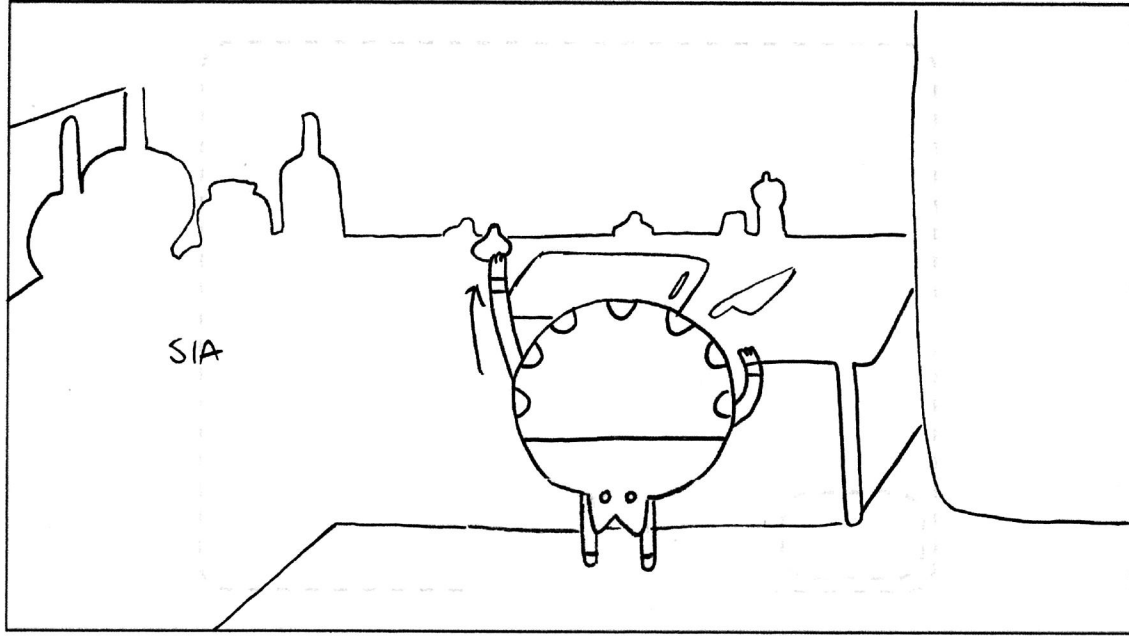
Page 86

Sc. 70

Pnl. B

Bg.

day night

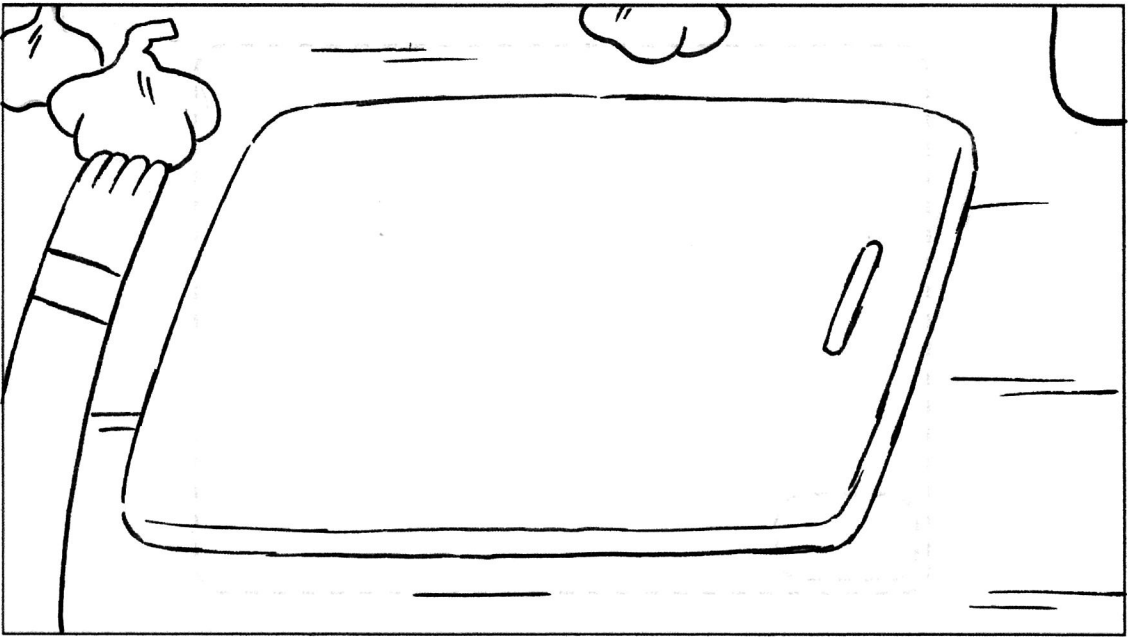


Sc. 71

Pnl. A

Bg.

day night

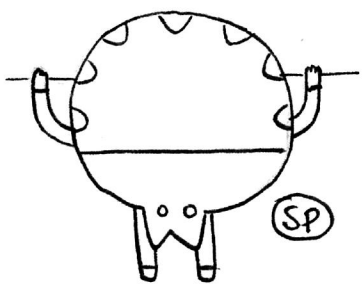


Dialog:

Action:

- PEP BUT
GRABS GARLIC.

Timing:



(0/5)
PB YOU'RE SO DUMB

EPISODE # 1034-216

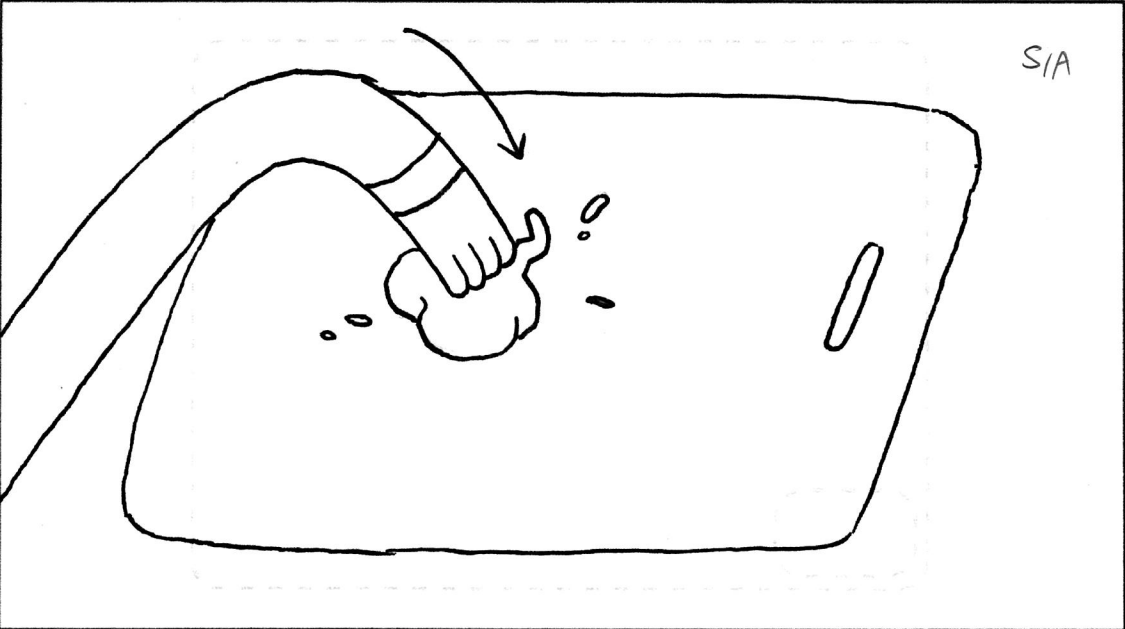
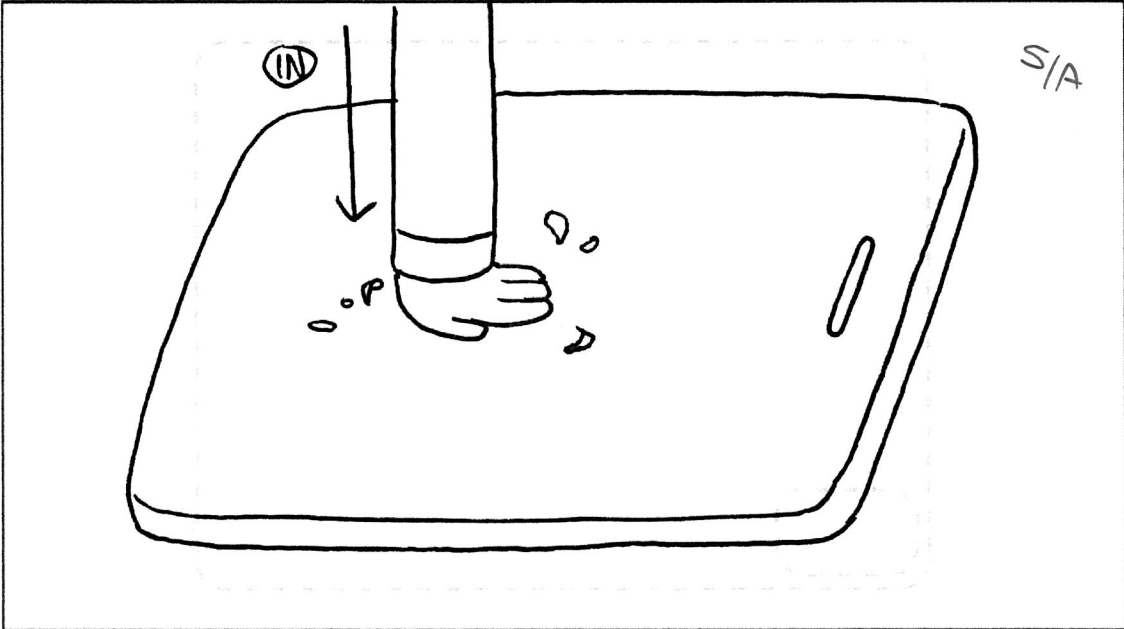
Production :

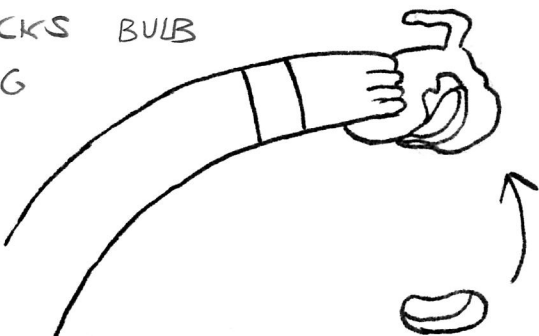
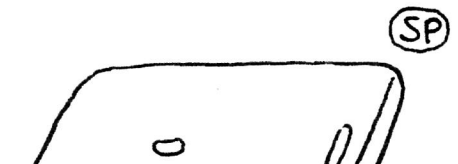
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 87

Sc. 71	Pnl. B	Bg.	day night	Sc. 71	Pnl. C	Bg.	day night
							

Dialog: (SFx) *CRUNCH*		(PB) YOU'RE A SAD OLD RELIC	
Action: - PEP-BUT KNOCKS BULB AGAINST CUTTING BOARD.		Action: - PEP-BUT SMASHES GARLIC CLOVE TO GET SKIN OFF.	
Timing:			

1034-216

EPISODE #

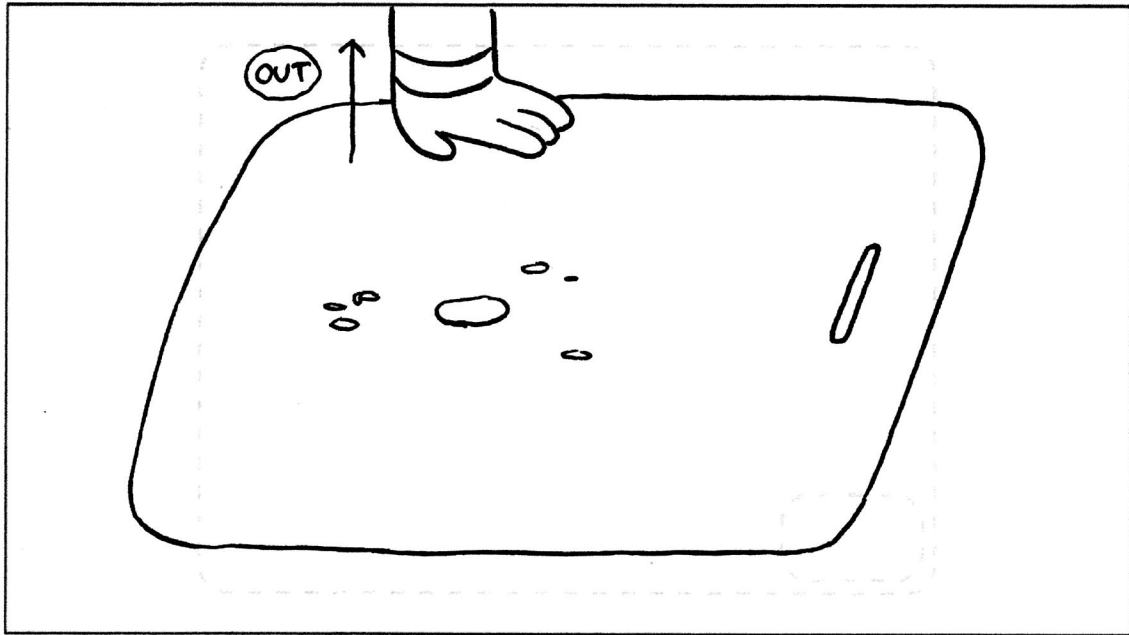
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

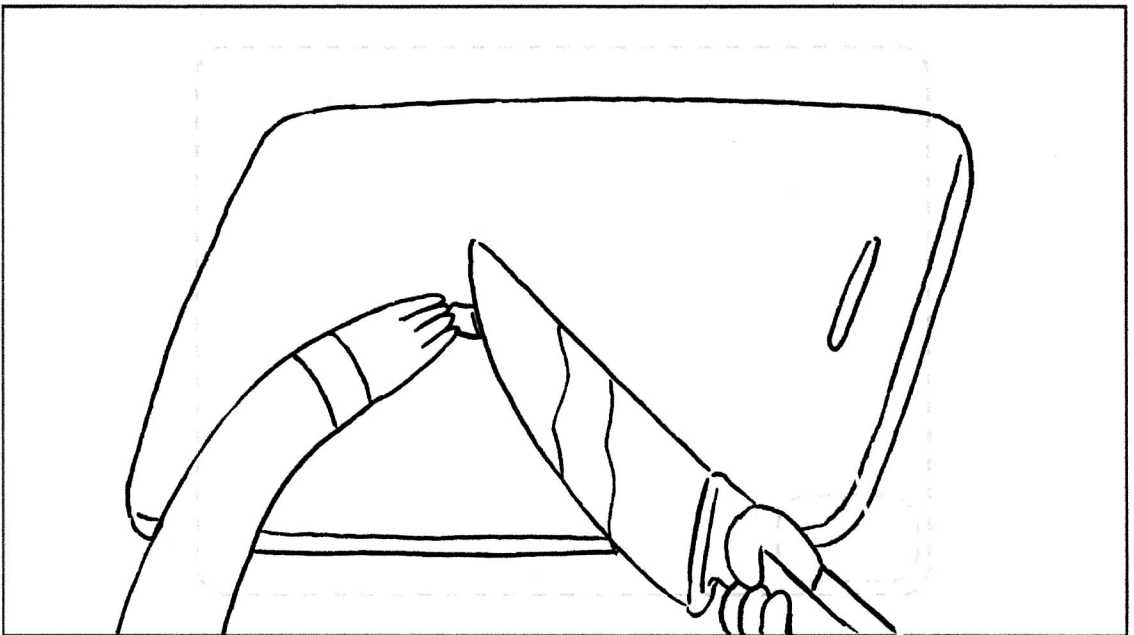
ADVENTURE TIME



Sc. 71 Pnl. D Bg. day night



Sc. 71 Pnl. E Bg. day night

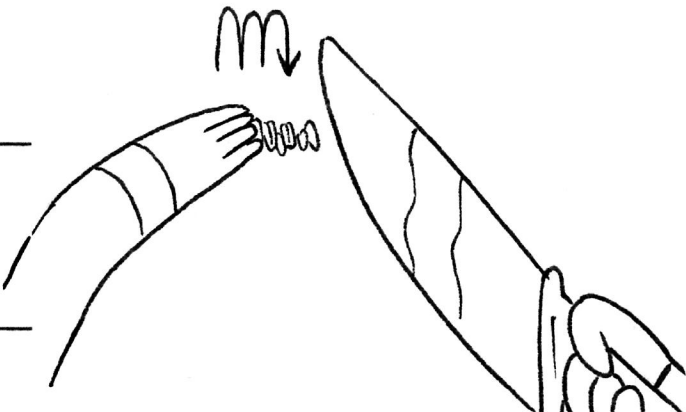


Dialog:

(SFX) *CHOP CHOP CHOP*

Action:

Timing:



EPISODE # 1034-216

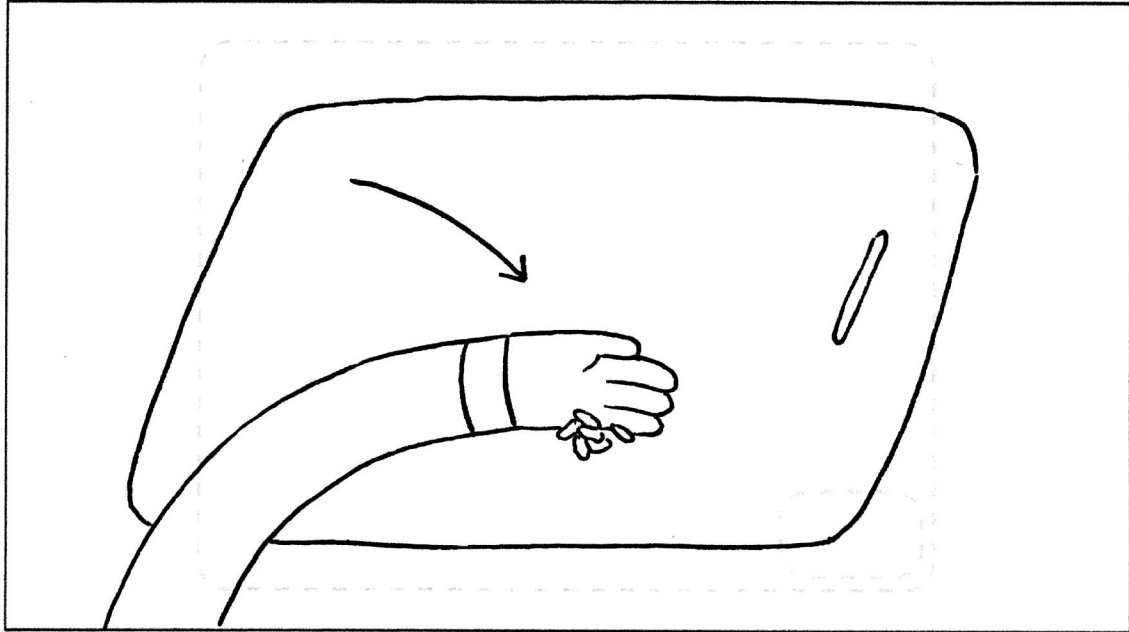
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



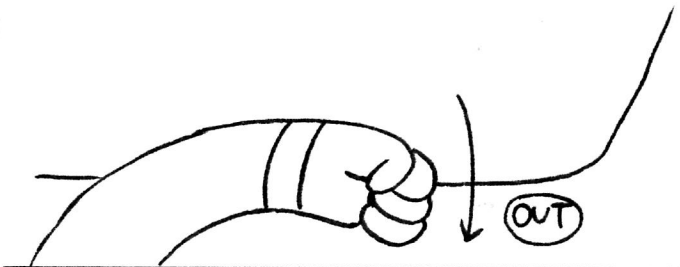
Sc. 71 Pnl. F Bg. day night



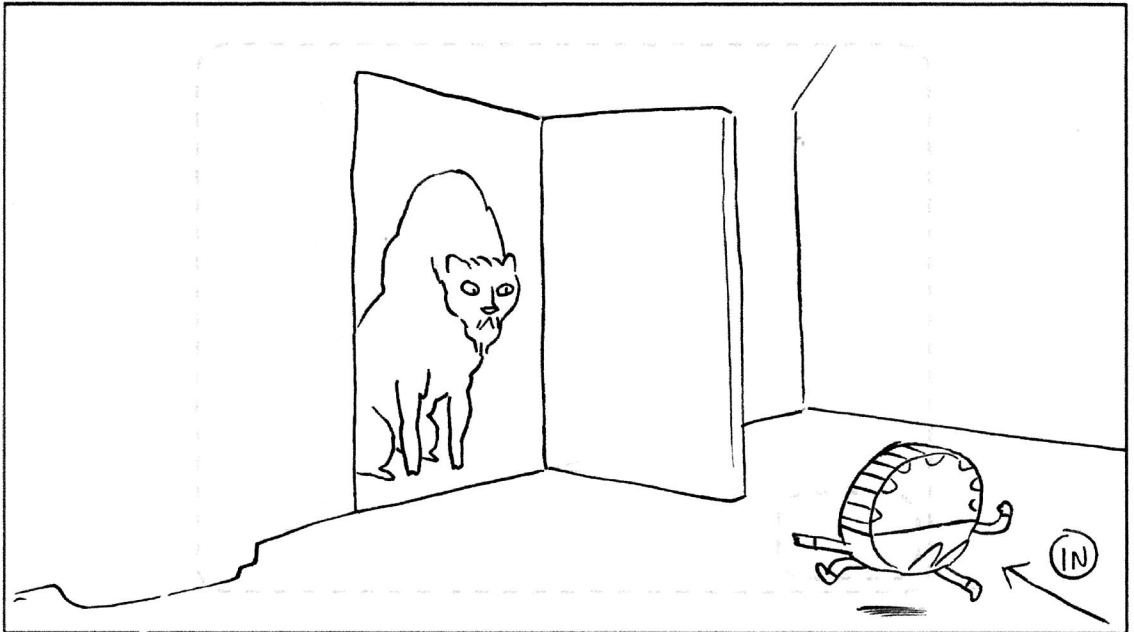
Dialog: (9/5)
(PB) GET WITH THE TIMES!

Action: - PEP BUT SWEEPS CHOPPED GARLIC OFF CUTTING BOARD INTO FIST. - PEP BUT RUNS ON/S.

Timing:



Sc. 72 Pnl. A Bg. day night



EPISODE # 1034-216
Production :

ADVENTURE TIME

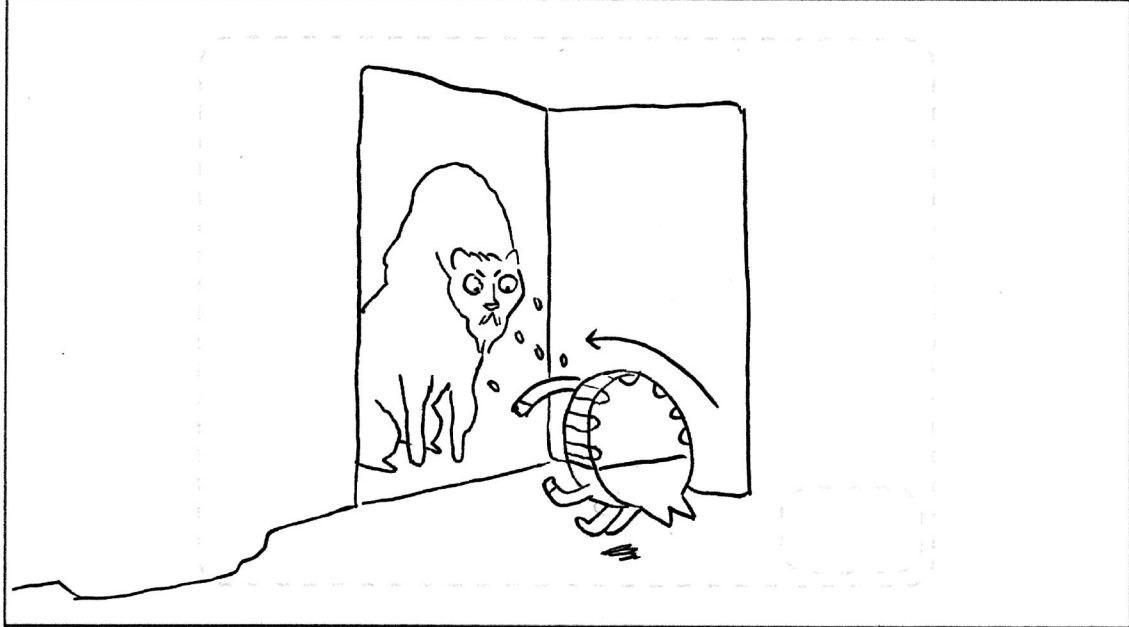


Sc. 72

Pnl. B

Bg.

day night



Sc. 73

Pnl. A

Bg.

day night



Dialog:	
<u>PB</u> : [GRUNT]	
(PB) [OIS] DONT LIKE <u>THAT</u> DO YOU	
(SFX) * HSSSSS *	
Action:	
PB	THROWS GARLIC IN HIS FACE
	GARLIC SIZZLES ON FACE
Timing:	



EPISODE # 1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

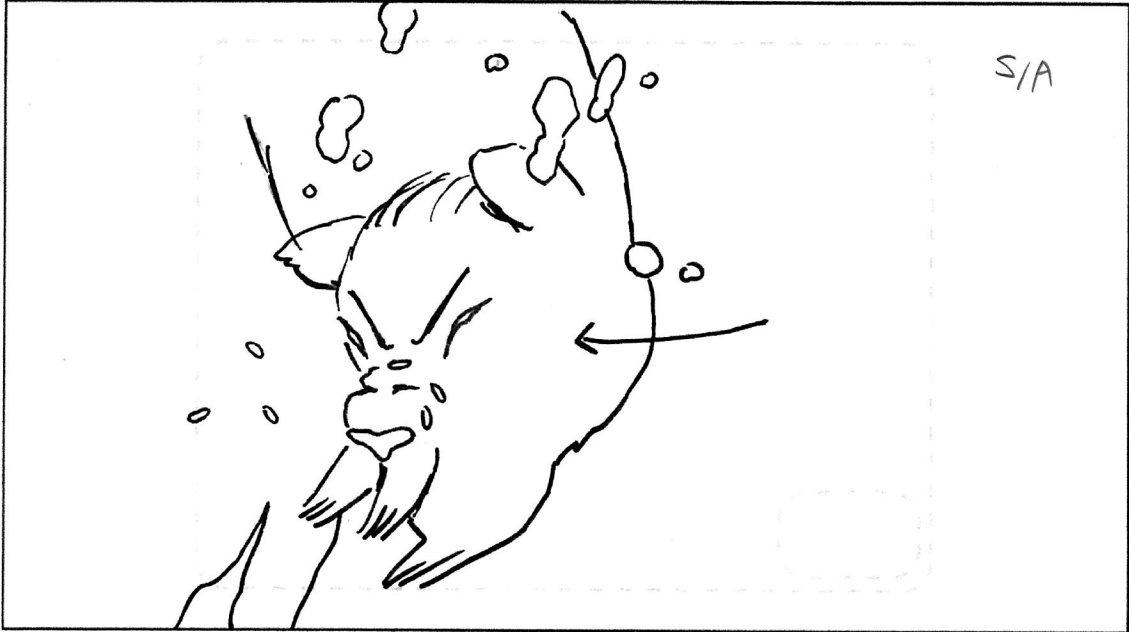


Sc. 73

Pnl. B

Bg.

day night



Sc. 73

Pnl. C

Bg.

day night



Dialog:	
Action:	SHAKES OFF GARLIC
Timing:	
- HICUPHANT LOOKS OFF TO THE RIGHT	

EPISODE # 1034-216
Production :

ADVENTURE TIME



Sc. 74

Pnl. A

Bg. B203_089_160

day night

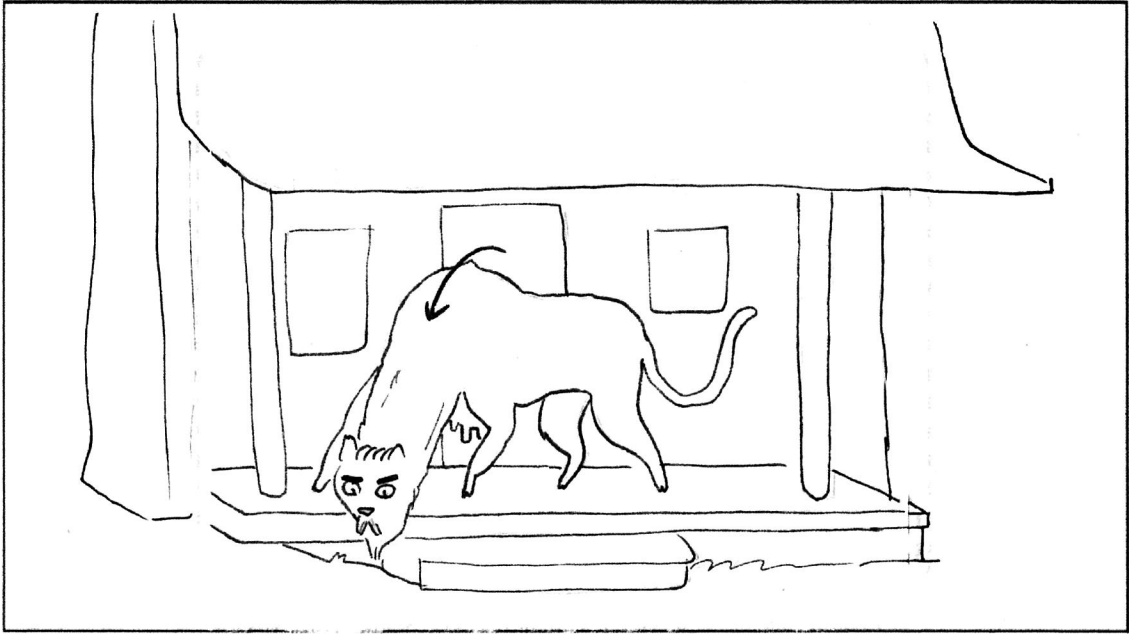


Sc. 74

Pnl. B

Bg.

day night



Dialog:

(PB) GARLIC ADDS ZEST TO ANY MEAL, STUPID.

(PB) YOU SUPERSTITIOUS OLD KOOK

H: [SNIFFING]

Action:

- H. INVESTIGATES GROUND.

Timing:

EPISODE #

1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 93

Sc. 75

Pnl. A

Bg.

day night

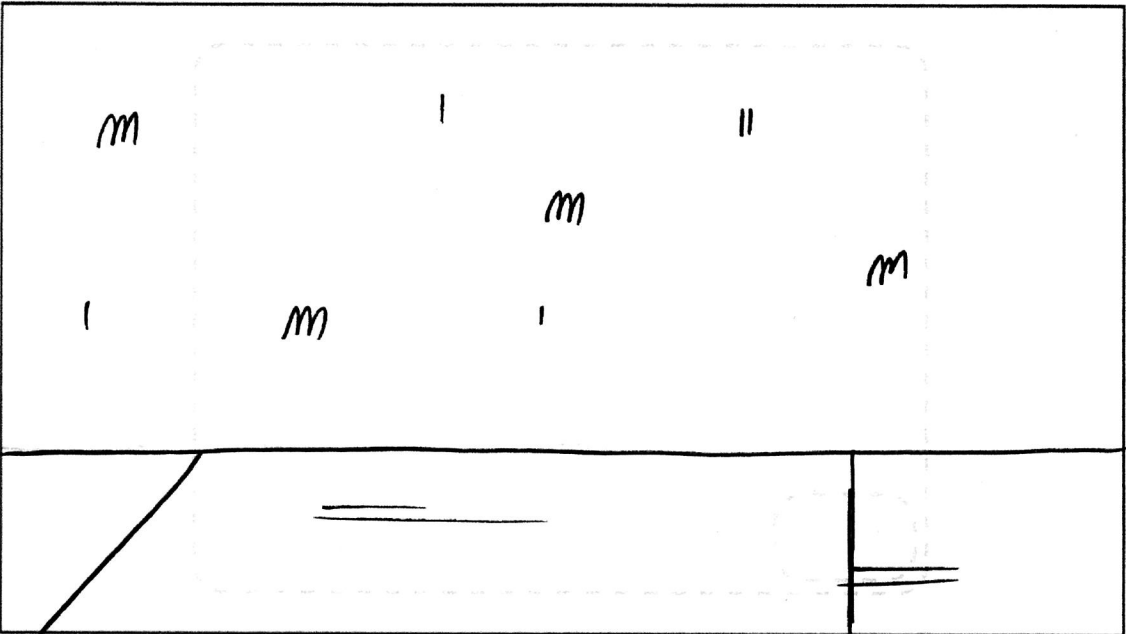


Sc. 76

Pnl. A

Bg.

day night



Dialog:

(PB) [ois] BTW YOU SMELL LIKE A MUSEUM

Action:

HIEROPHANT'S P.O.V

Timing:

EPISODE #

Production :

1034-216

ADVENTURE TIME



Page 94

Sc. 76

Pnl. B

Bg.

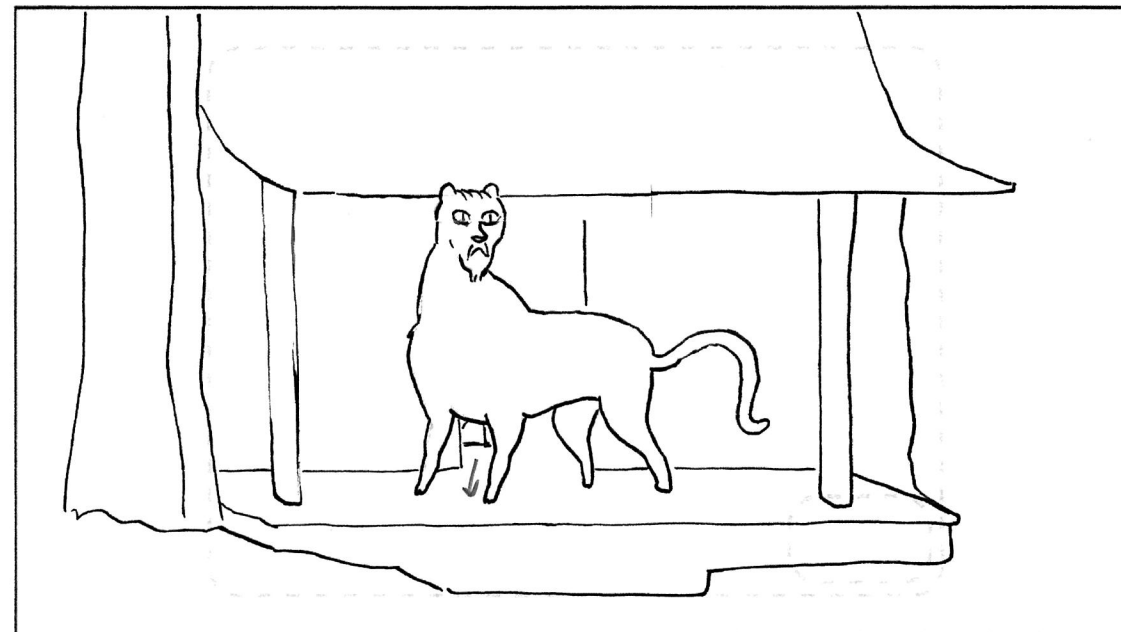
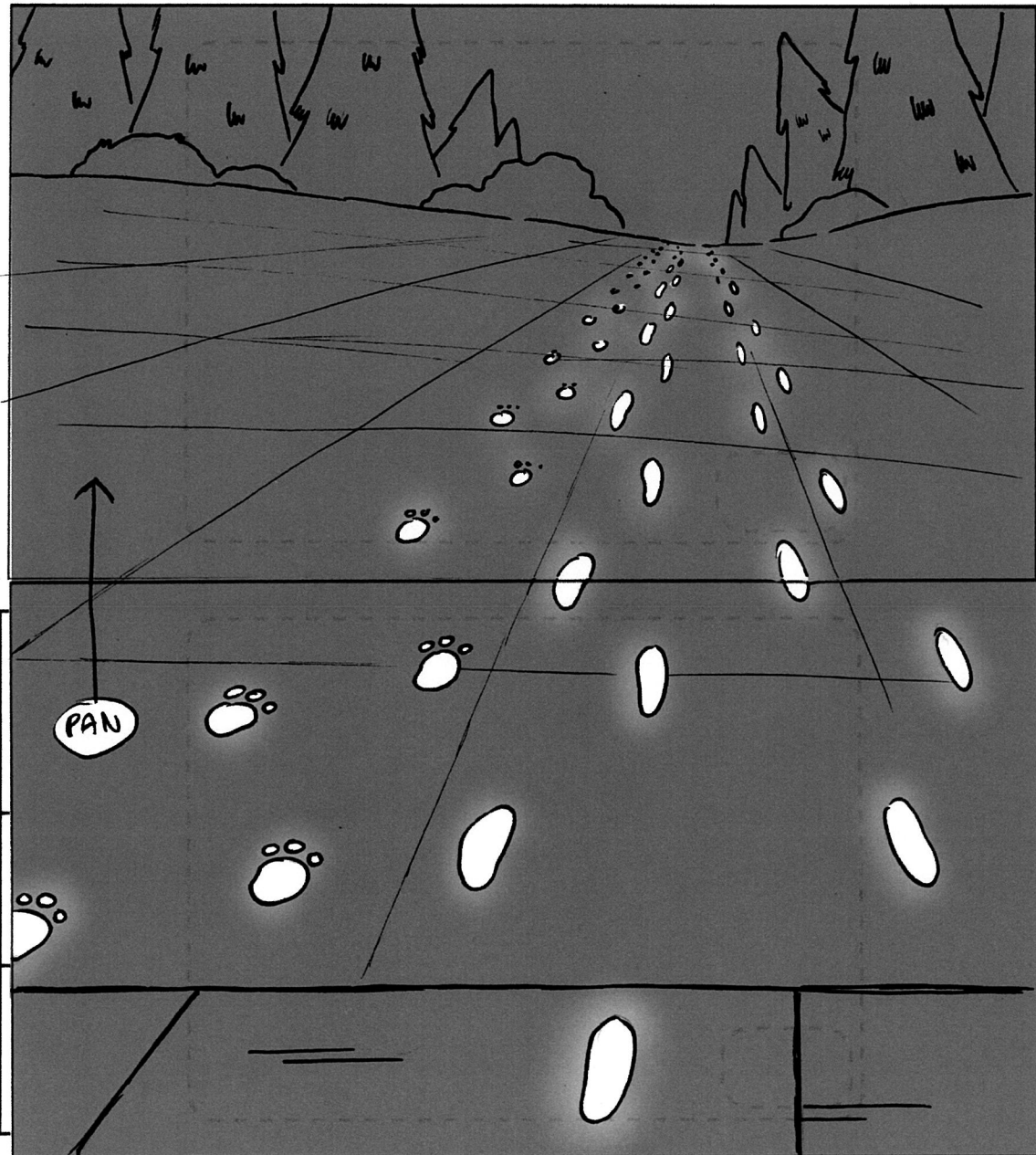
day night

Sc. 77

Pnl. A

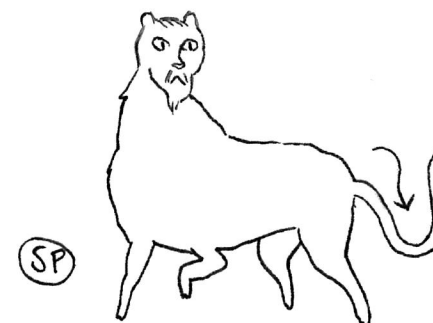
Bg.

day night



PEP. BUT: UH, HEY ...

- H. SEES F, J, PB'S FOOTPRINTS
- PAN UP.



1034-216

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



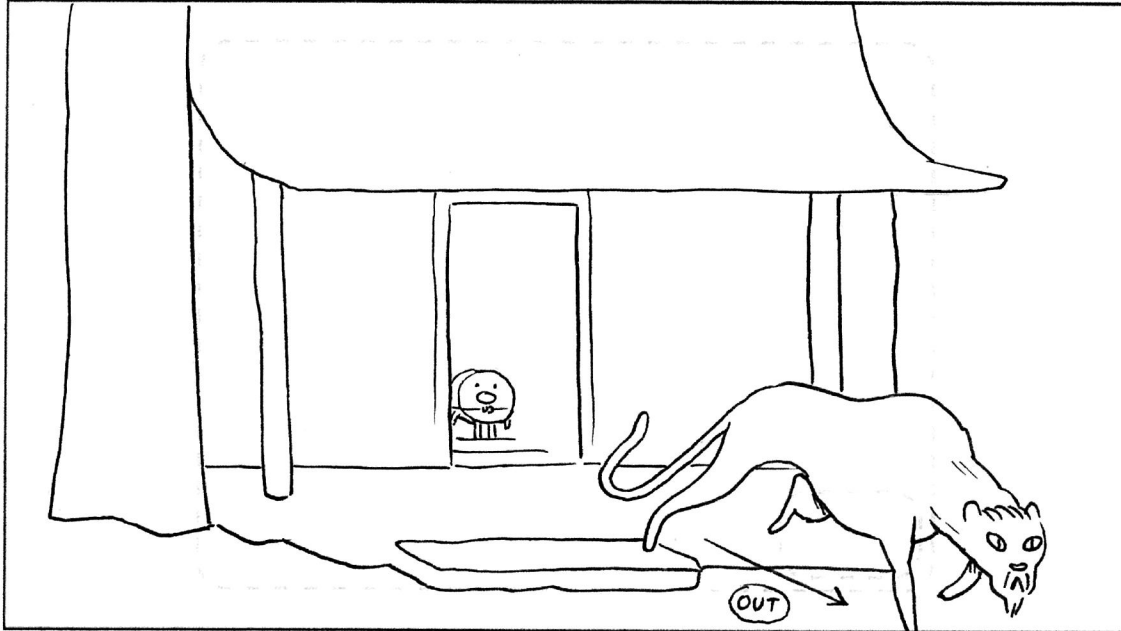
Page 95

Sc. 77

Pnl. B

Bg.

day night

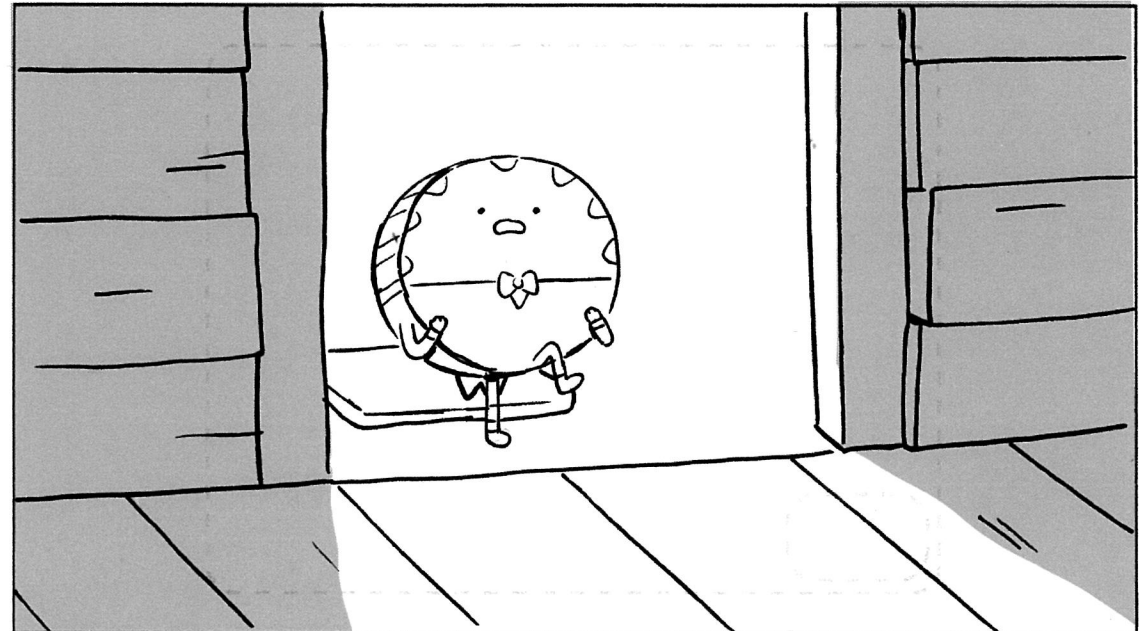


Sc. 78

Pnl. A

Bg.

day night



Dialog:

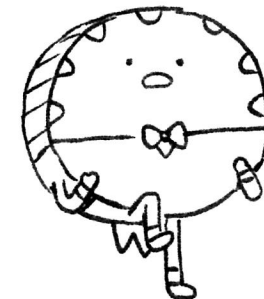
(PB) WAIT! DON'T GO THAT WAY!

(PB) NNNGH...

Action:

H. STALKS OFF/S.

Timing:



TROTting
ON SPOT

EPISODE #

1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

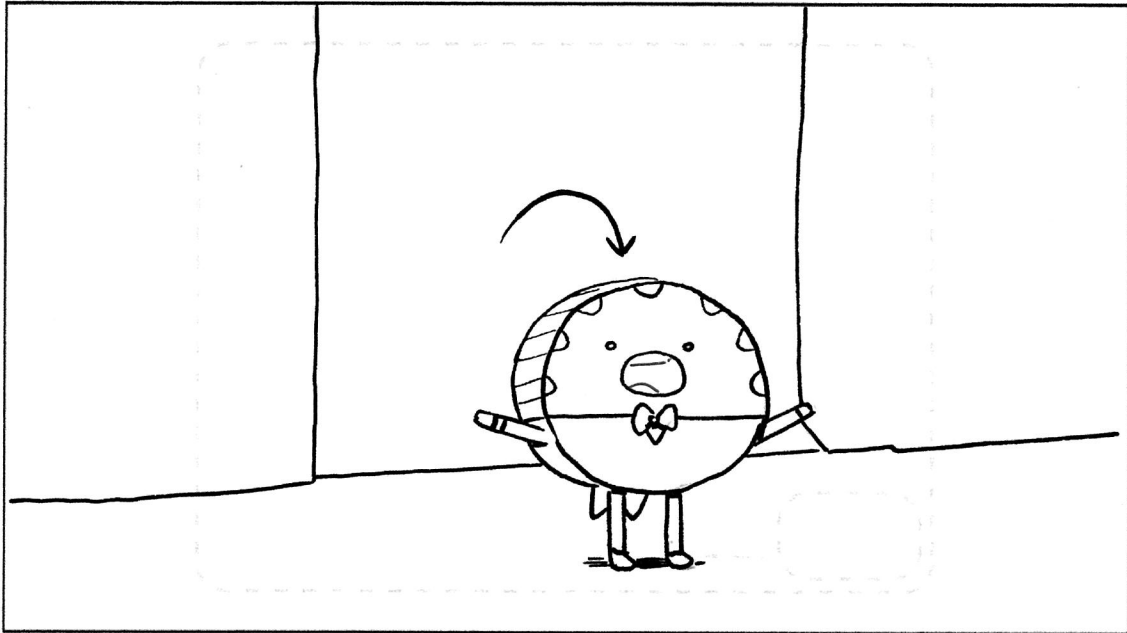


Sc. 78

Pnl. B

Bg.

day night

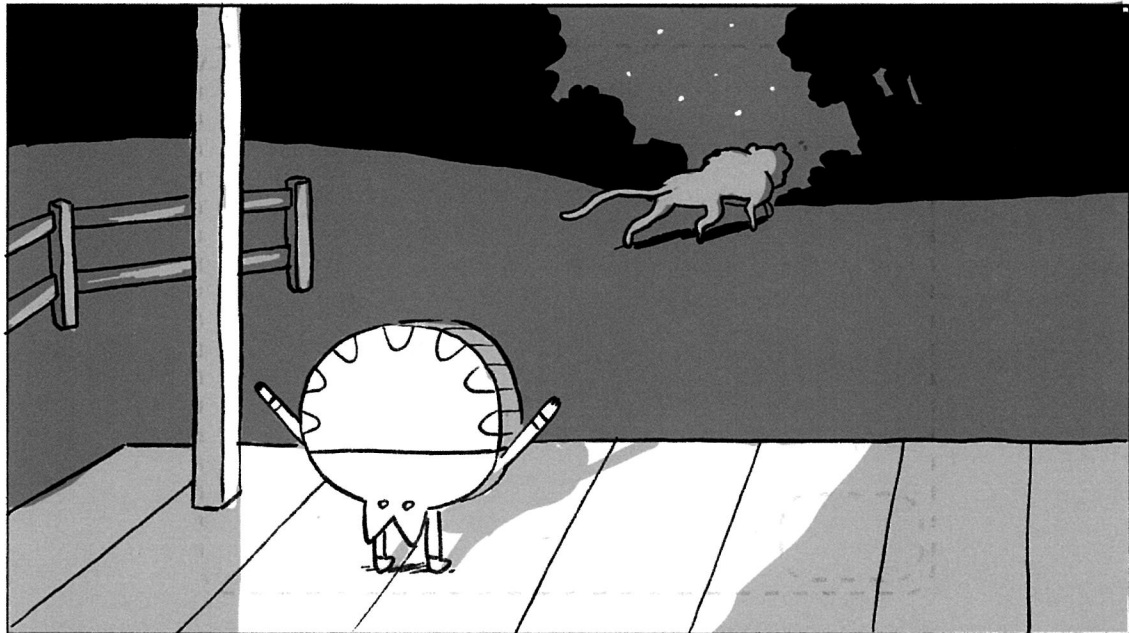


Sc. 79

Pnl. A

Bg.

day night



Dialog:

(PB) HEY LOOK WOW I'M OUT OF THE HOUSE

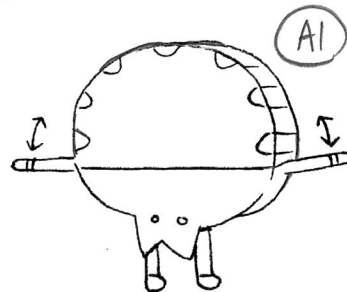
(PB) COME BACK!

Action:

- PEPBUT HOPS OUT ONTO PORCH,

- PEPBUT WAVES ARMS

Timing:



EPISODE #
1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



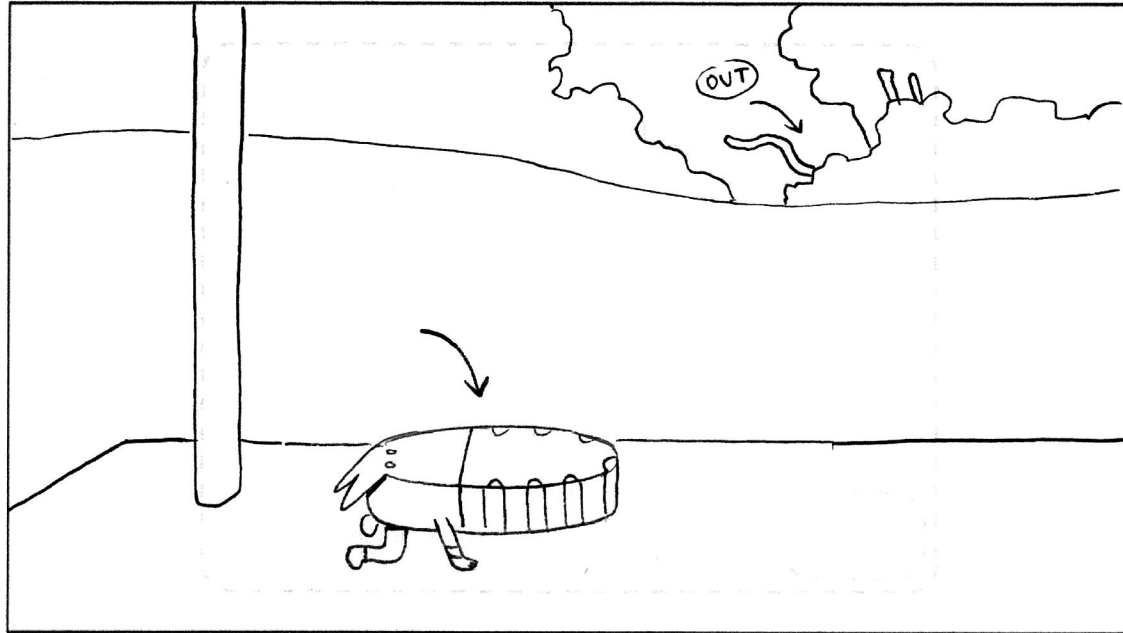
Page **97**

Sc. 79

Pnl. B

Bg.

day night

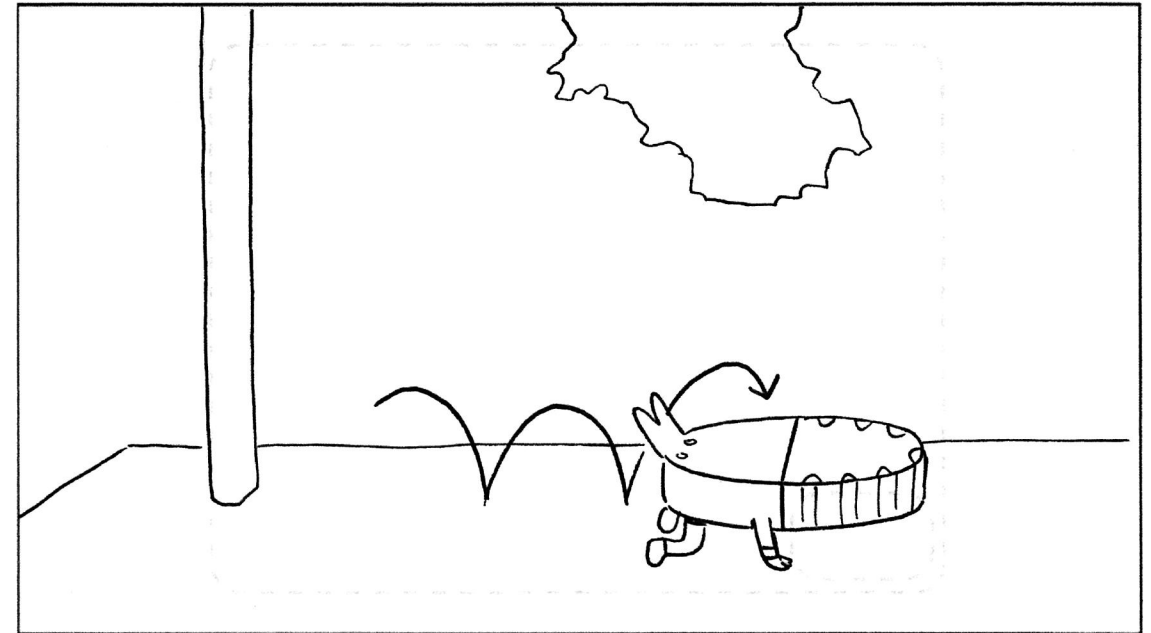


Sc. 79

Pnl. C

Bg.

day night



Dialog:

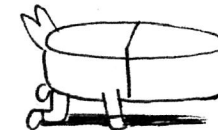
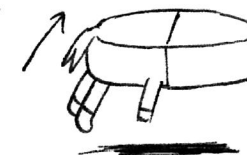
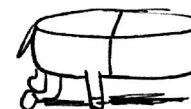
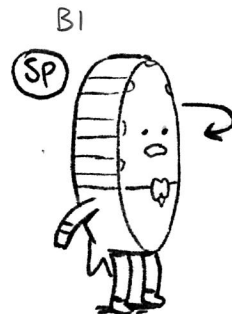
(PB) BACK! BACKBACK! BACK!
[LIKE DOG YAPS]

Action:

- PEP BUT DROPS DOWN
- H STALKS OFF/S.

- PEP BUT HOPS FORWARD LIKE A BARKING DOG.

Timing:



EPISODE #
1034-216

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

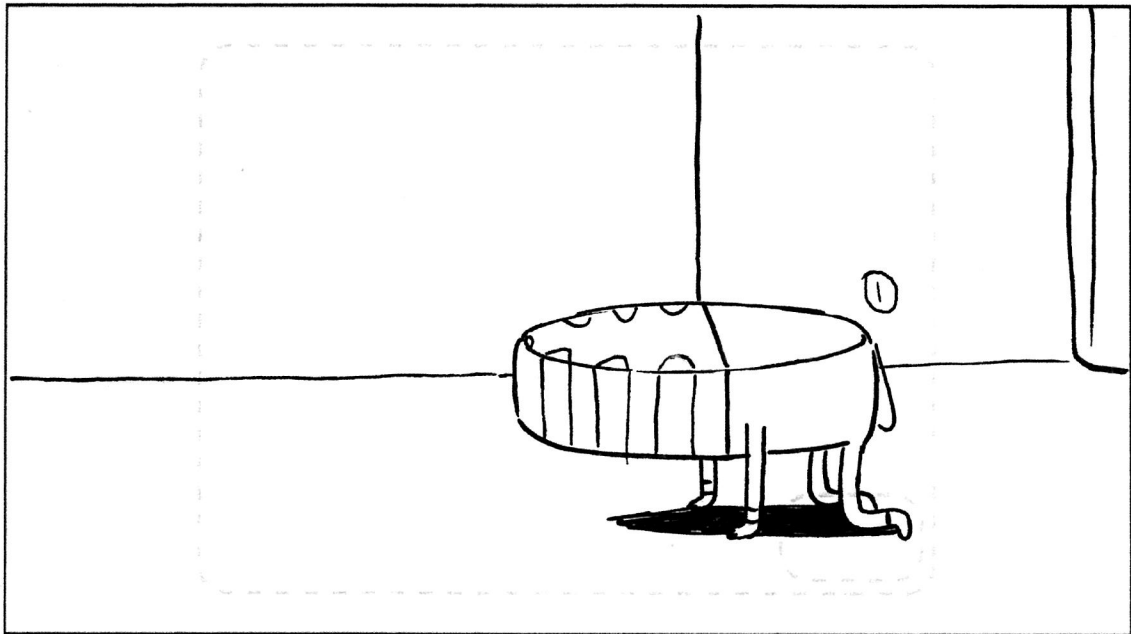


Sc. 80

Pnl. A

Bg.

day night

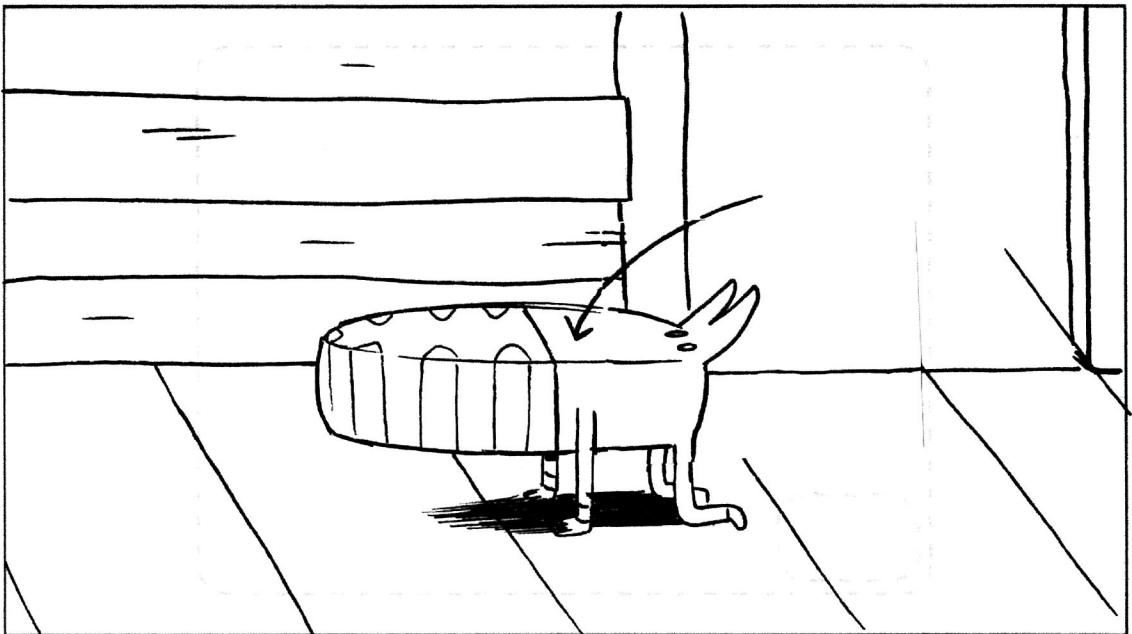


Sc. 80

Pnl. B

Bg.

day night

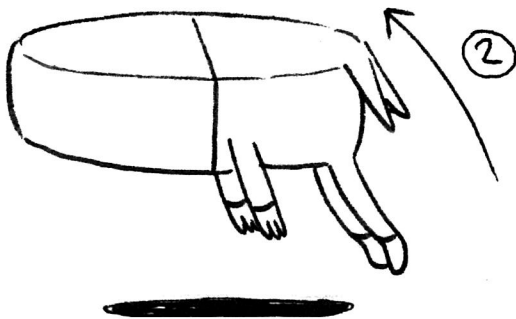


Dialog:

(PB) BACK!

Action:

Timing:



EPISODE # 1034-216
Production :

ADVENTURE TIME



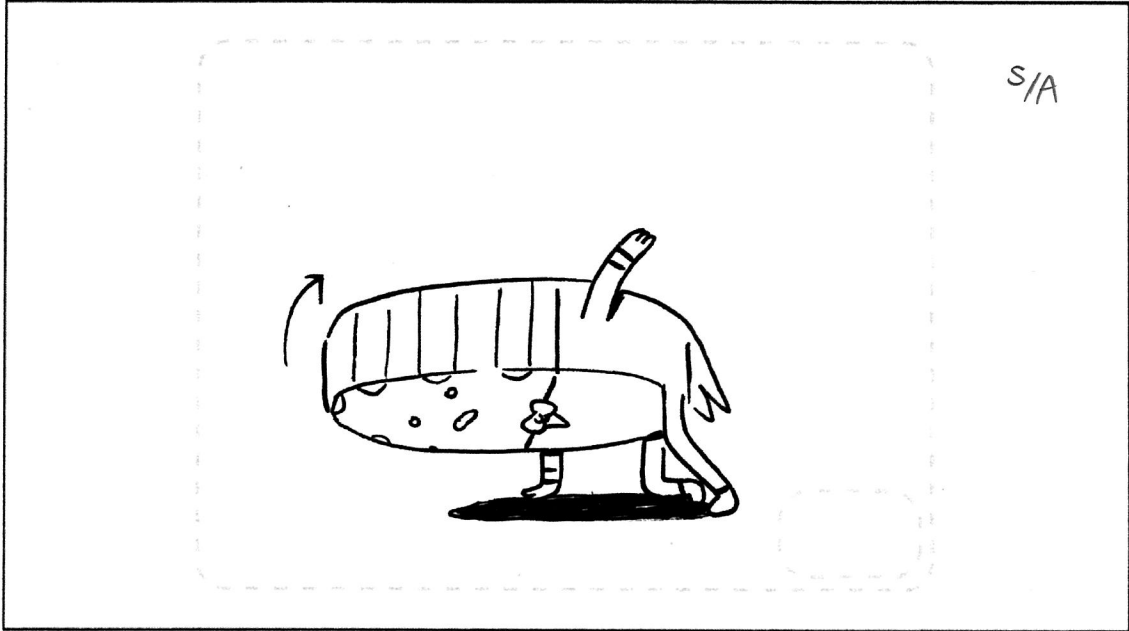
Page 99

Sc. 80

Pnl. C

Bg.

day night

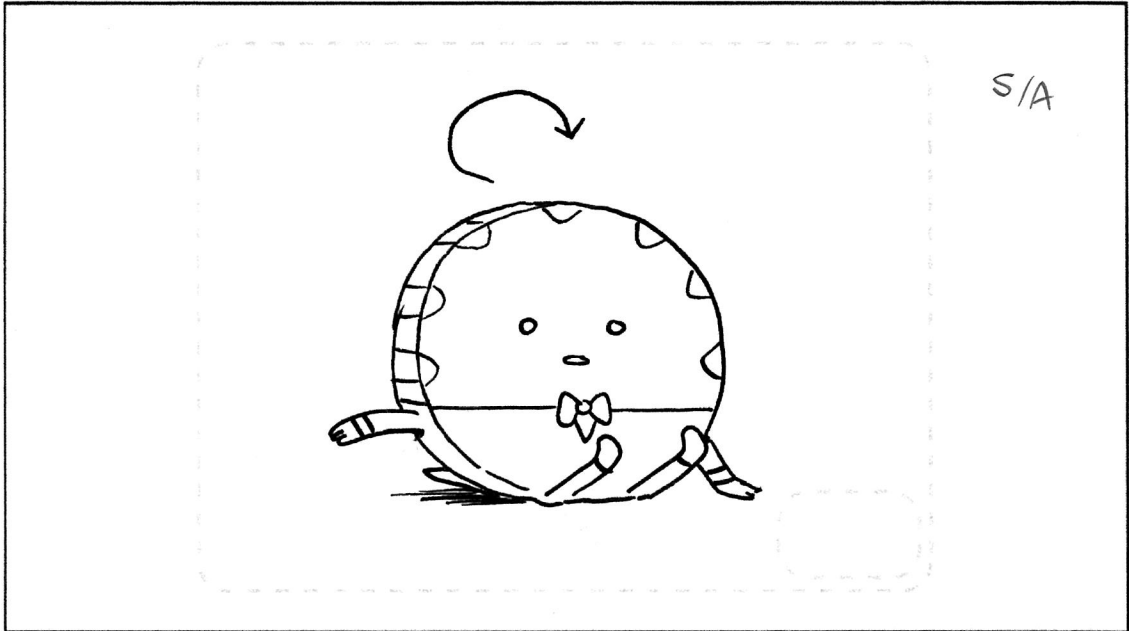


Sc. 80

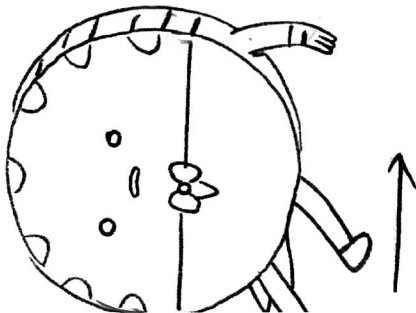
Pnl. D

Bg.

day night



Dialog:	
(PB) HEEEE'S NOT COMING BACK... -mumble mutter... [trails off]	
Action:	
Timing:	



EPISODE # 1034-216
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

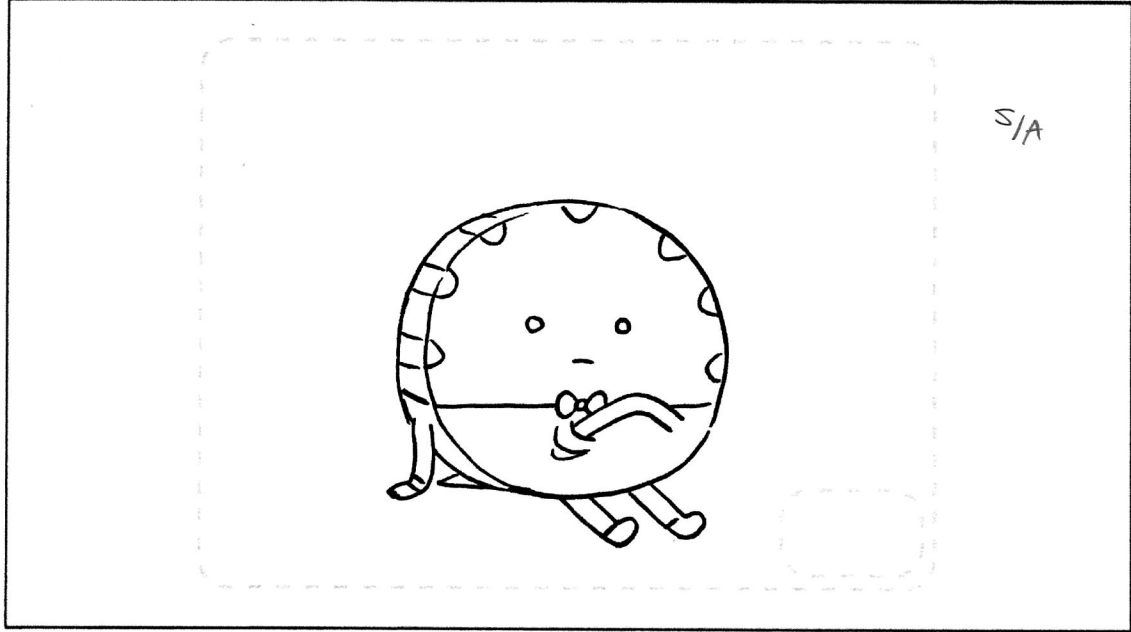


Sc. 80

Pnl. E

Bg.

day night

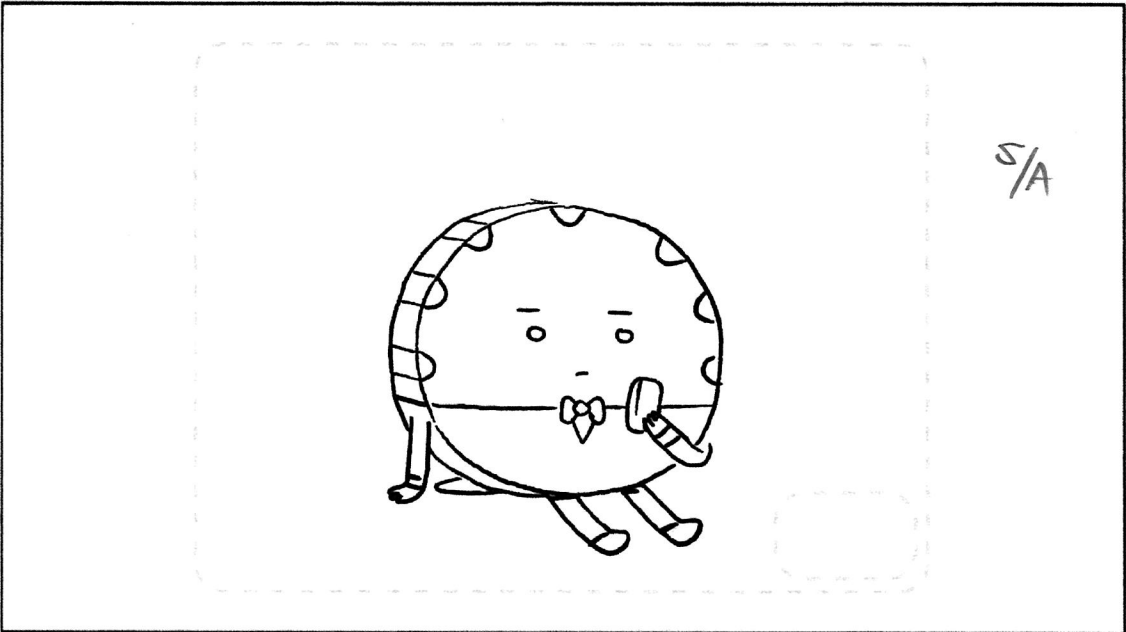


Sc. 80

Pnl. F

Bg.

day night



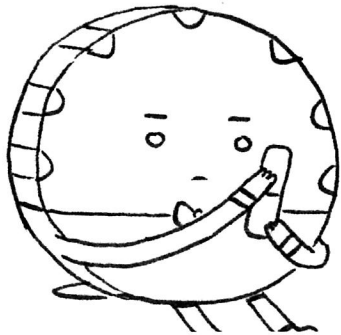
Dialog:

Action:

- PB RUMMAGES

- PB FLIPS OPEN PHONE

Timing:



EPISODE #

1034-216

Production :

ADVENTURE TIME



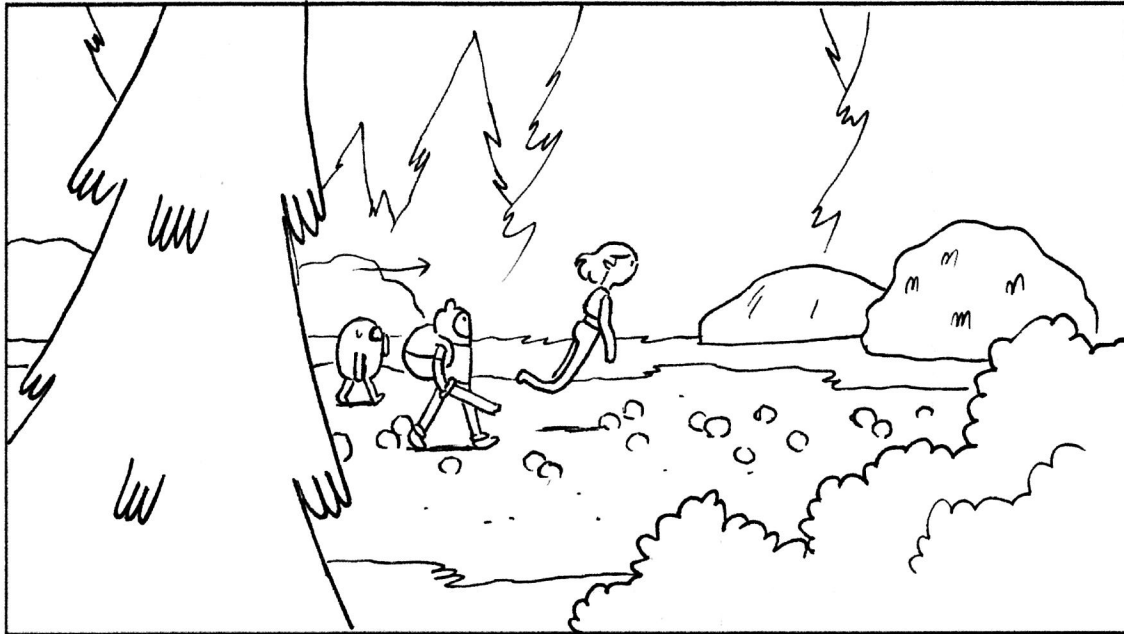
Page 101

Sc. 81

Pnl. A

Bg.

day night

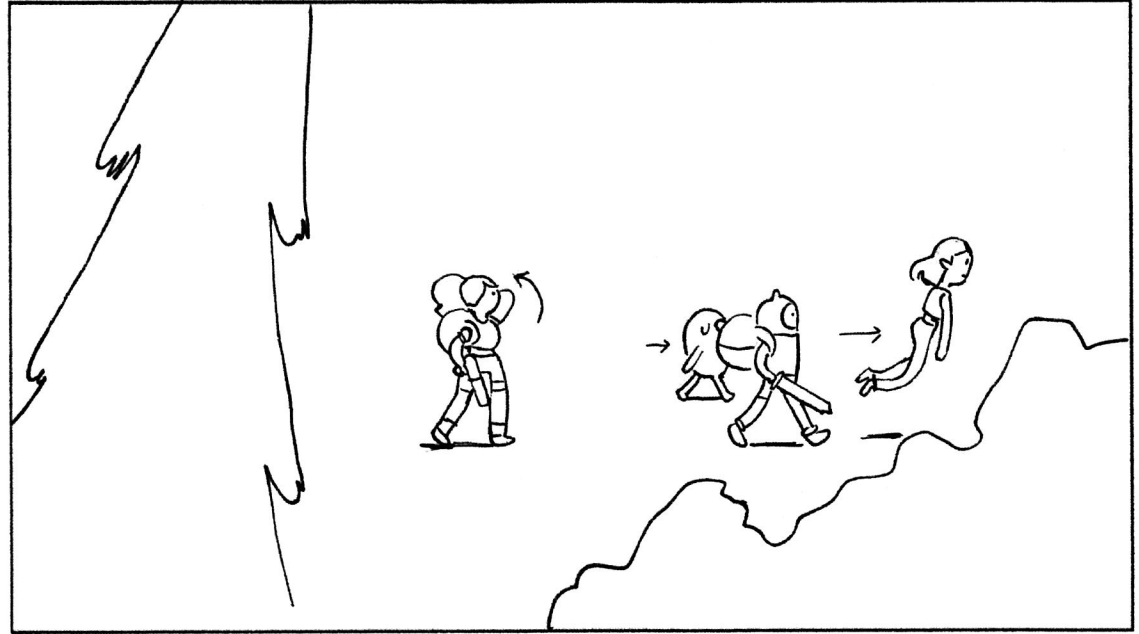


Sc. 81

Pnl. B

Bg.

day night



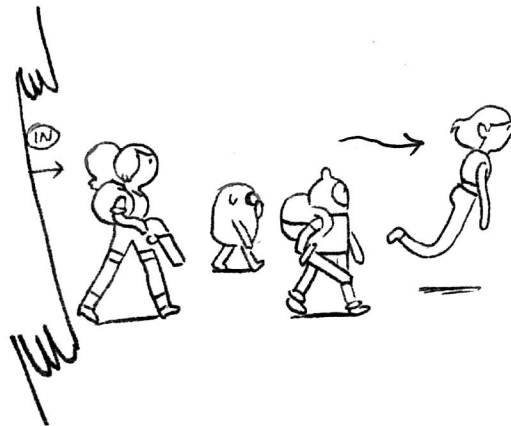
Dialog:

(SPY) *TEXT TONE*

Action: - M, F, J, PB
CONTINUE
FOLLOWING
TRAIL.

- PB REACHES INTO PACK.

Timing:



EPISODE # 1034-216

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 81	Pnl. C	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
Action: -PB PULLS OUT PHONE
Timing:

EPISODE # 1034-216
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



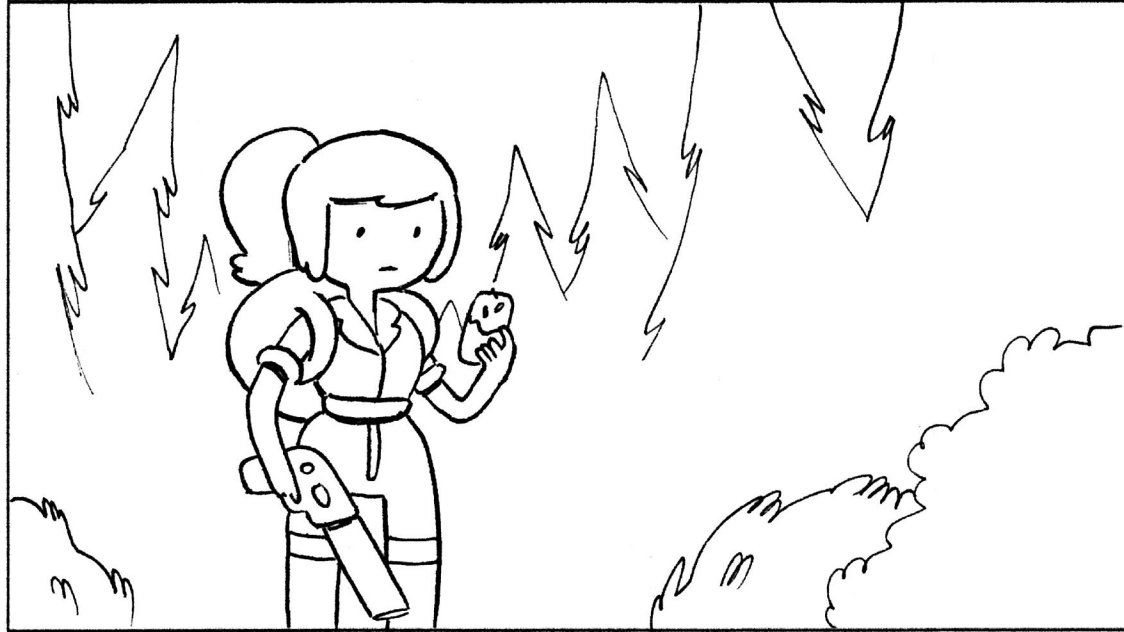
Page 103

Sc. 82

Pnl. A

Bg.

day night



Sc. 82

Pnl. B

Bg.

day night



Dialog:

Action:

- TEXT WINDOW APPEARS IN AIR.

Timing:

EPISODE #

1034-216

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

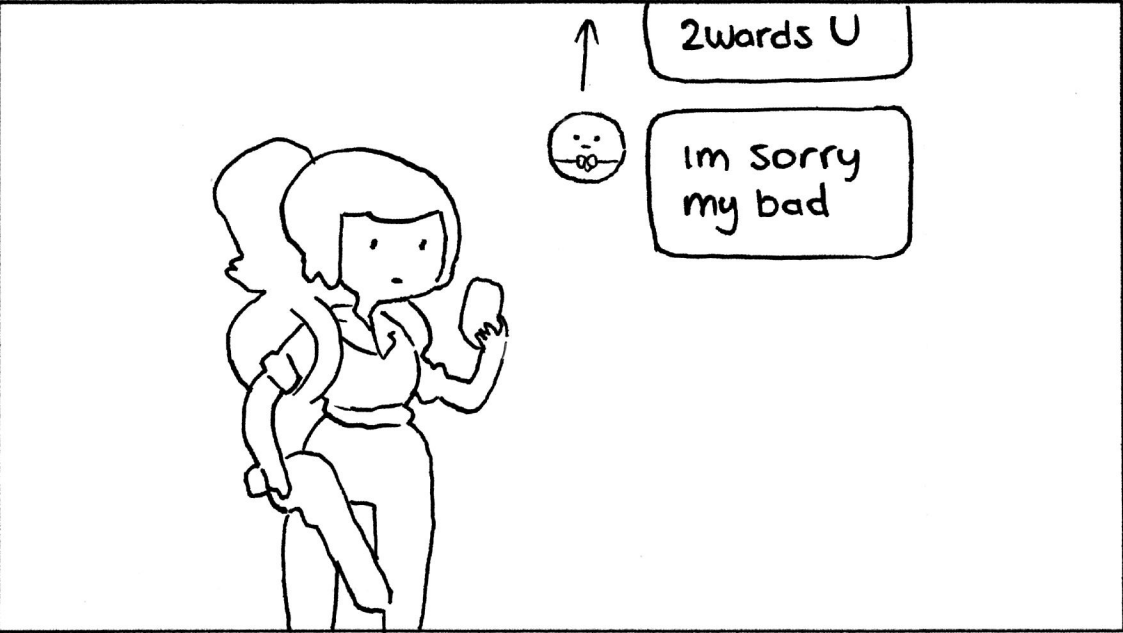


Sc. 82

Pnl. C

Bg.

day night

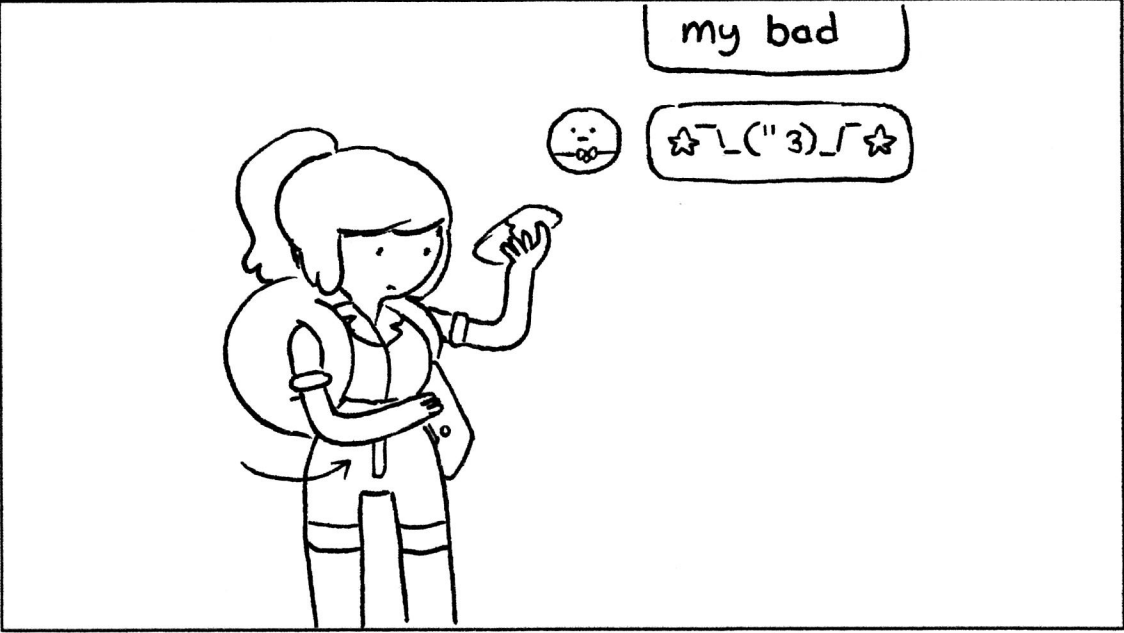


Sc. 82

Pnl. D

Bg.

day night



Dialog:

(SFX) [POP/CHIME SOUND]

(SFX) [CHIME]

Action:

- NEW MSG APPEARS, PUSHING PREVIOUS ONE UP

- PB TUCKS GUN UNDER ARM

- SHRUG EMOJI TEXT

Timing:

1034-216

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 105

Sc. 82

Pnl. E

Bg.

day night



Sc. 82

Pnl. F

Bg.

day night



Dialog:

(SFX) [TYPING SOUND]

(SFX) [DIFFERENT POP/CHIME]

Action:

- PB TYPING

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



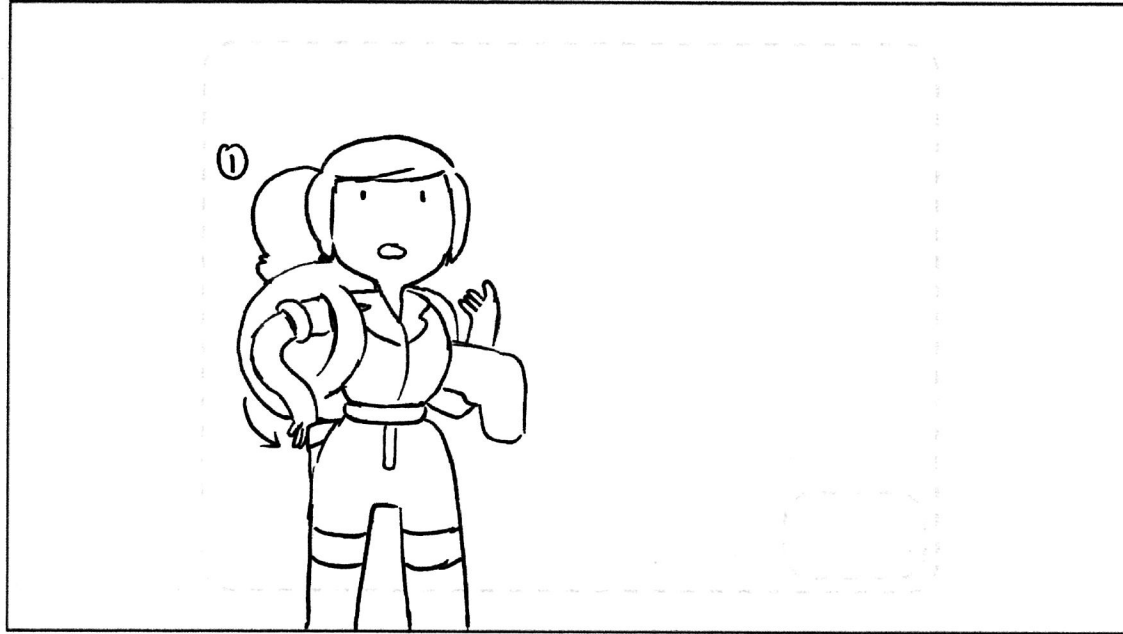
Page 106

Sc. 82

Pnl. G

Bg.

day night

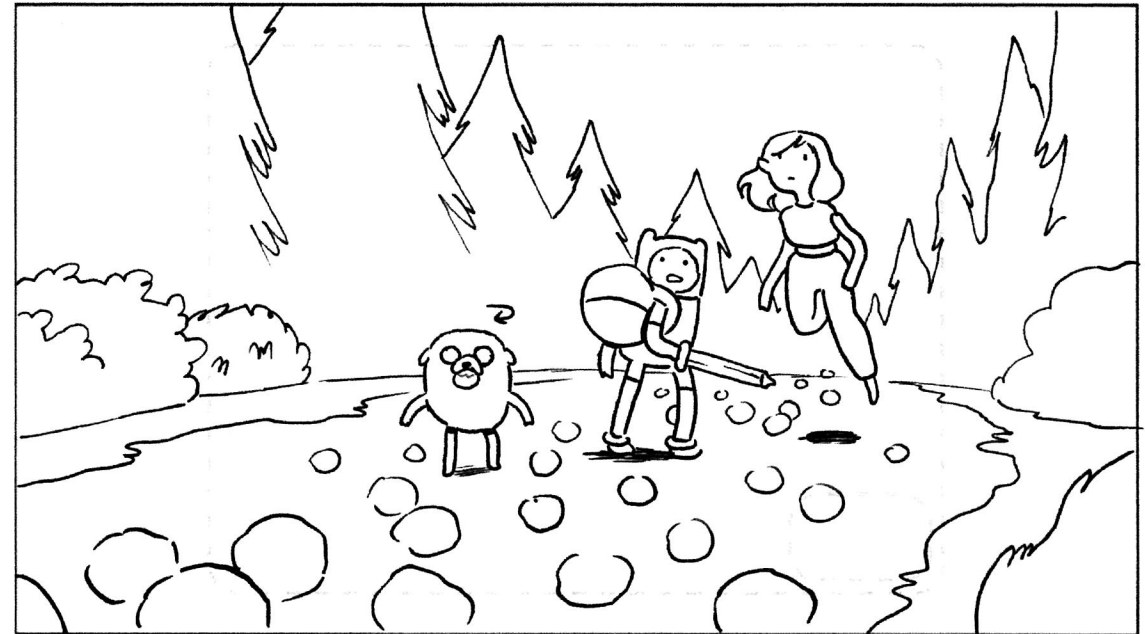


Sc. 83

Pnl. A

Bg.

day night



Dialog:

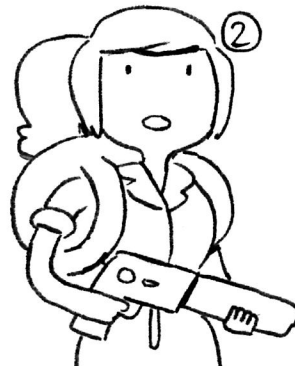
(PB) GUYS? PEP SAYS WE GOT AN INCOMING VAMP

(J) WHAAAAT

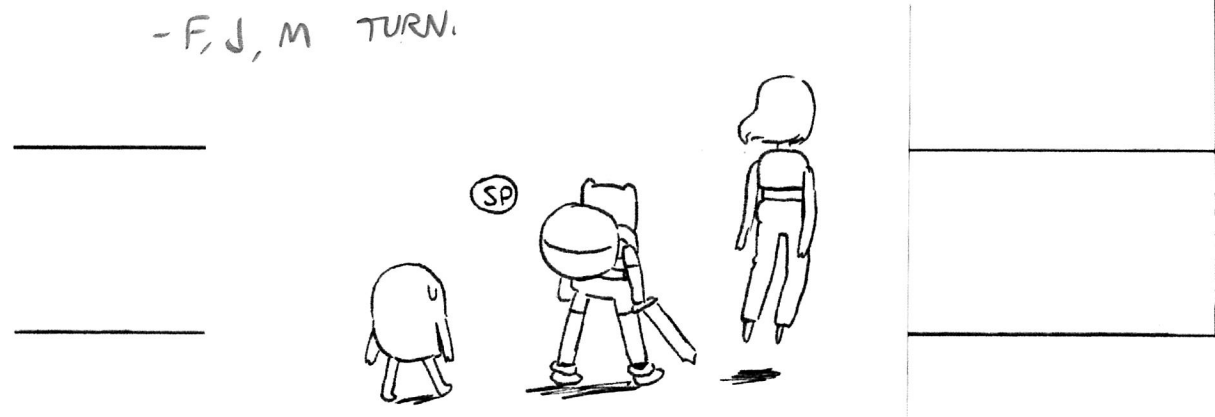
Action:

PUTS PHONE IN
BACK POCKET

Timing:



- F, J, M TURN.



1034-216

EPISODE #

Production :

ADVENTURE TIME



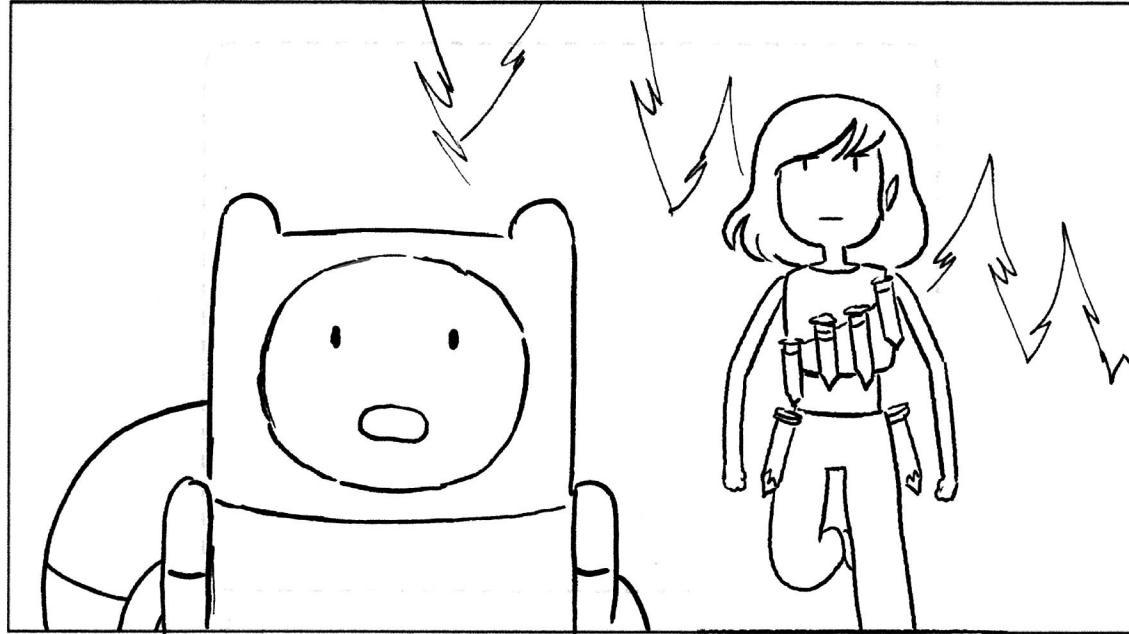
Page 107

Sc. 84

Pnl. A

Bg.

day night

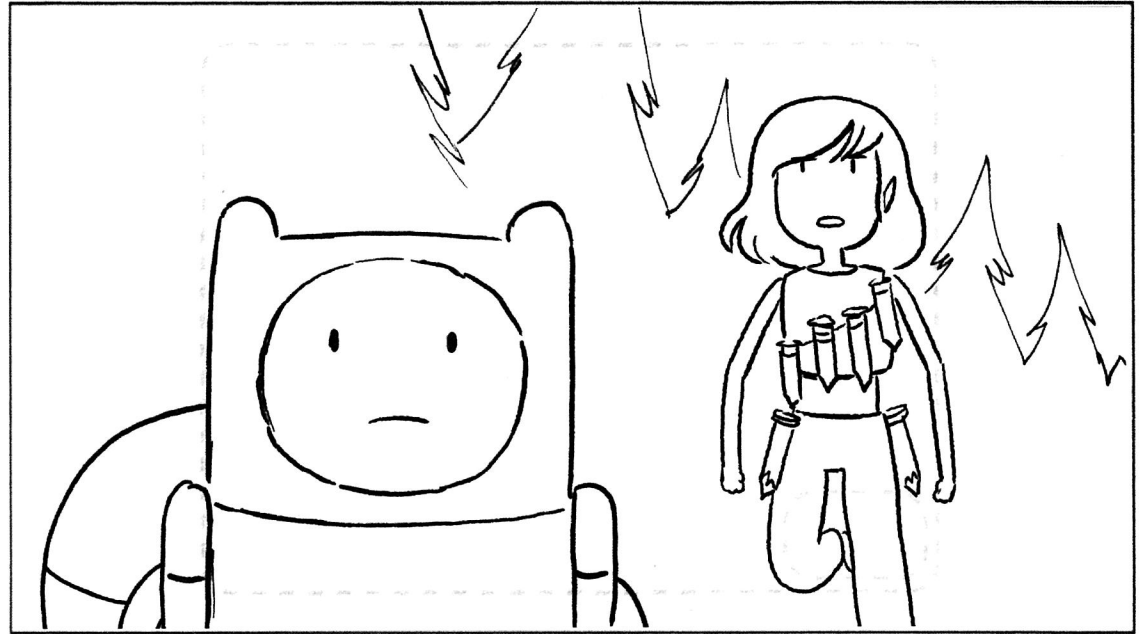


Sc. 84

Pnl. B

Bg.

day night



Dialog:

(F) IS IT "THE MOON?"

(M) I DOUBT IT. SHE'S MORE OF A HIDE AND SEEK TYPE.

Action:

Timing:



1034-216

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

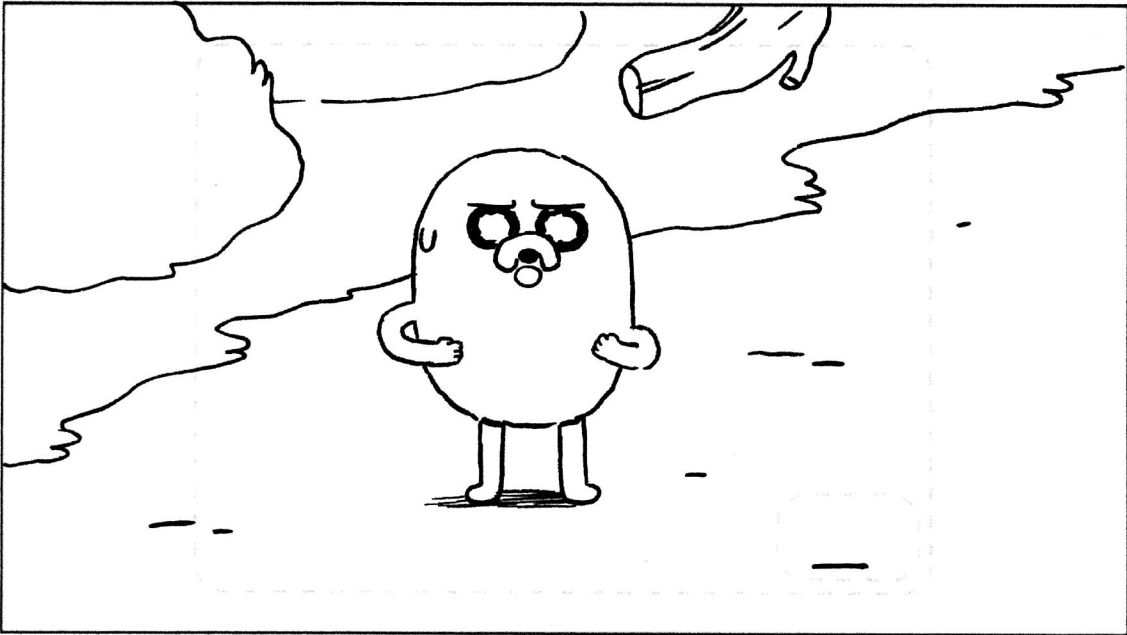


Sc. 85

Pnl. A

Bg.

day night

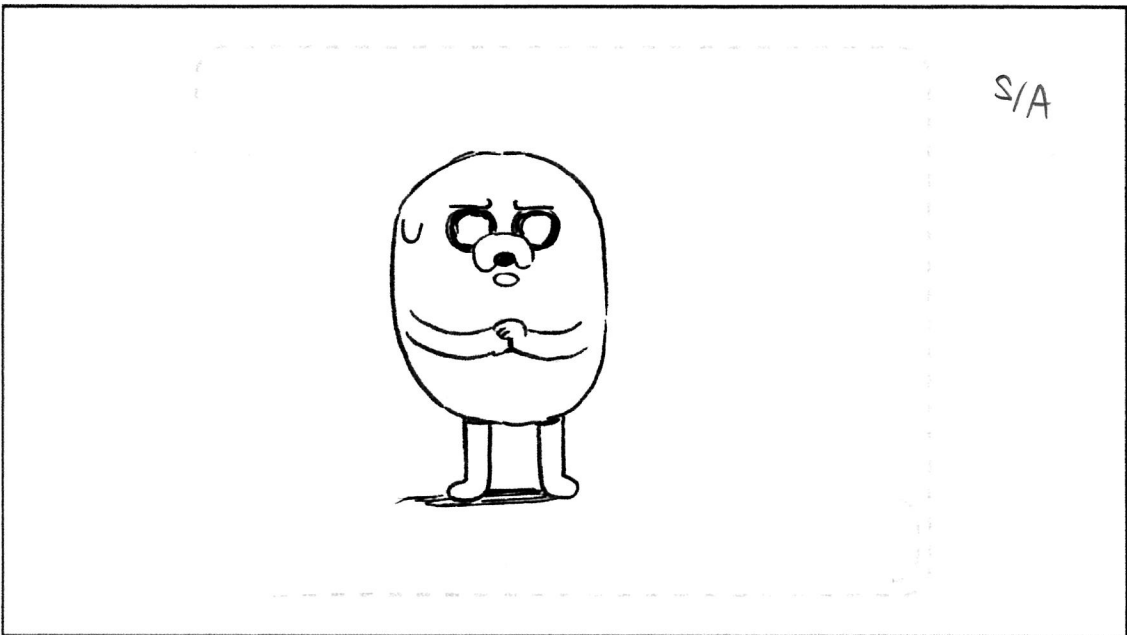


Sc. 85

Pnl. B

Bg.

day night



Dialog:

⑦ SO WHAT'S THE PLAN FOR THIS CHUMP

SFX:
* THP *

Action:

- J. PUNCHES PALM

Timing:

EPISODE #

1034-216

Production :

ADVENTURE TIME



Page 109

Sc. 85

Pnl. C

Bg.

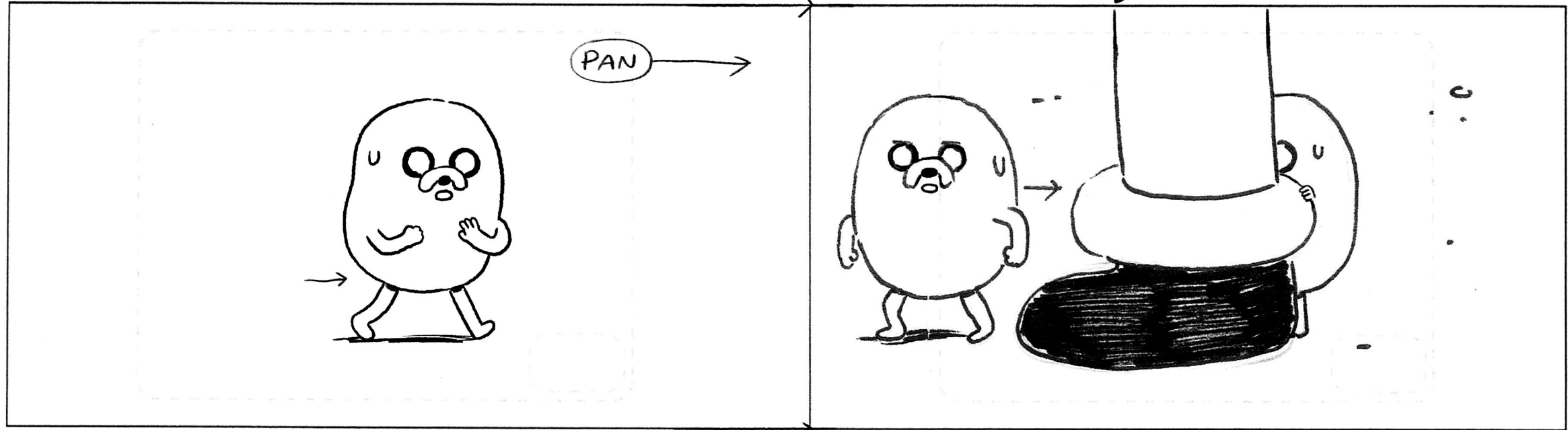
day night

Sc. 85

Pnl. D

Bg.

day night



Dialog:

⑤ GIVEN THAT HE CAN SEE IN THE DARK PROBABLY-- ⑥ AND COULD COME FROM ANYWHERE AT ANY TIME AND SUCK THE FLESH OFF OUR BONES...

Action:

- J. WALKS RIGHT, SHRINKING AS HE GOES.

- J. HIDES BEHIND FINN'S FOOT.

Timing:

1034-216

EPISODE #

STOP

Production :

START

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

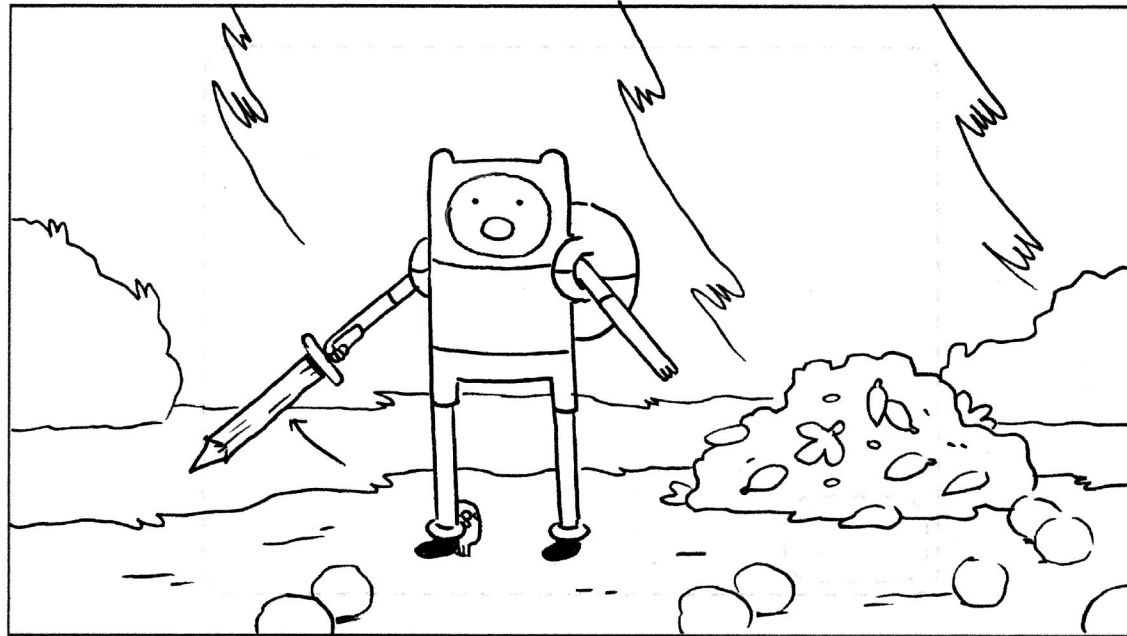


Sc. 86

Pnl. A

Bg.

day night

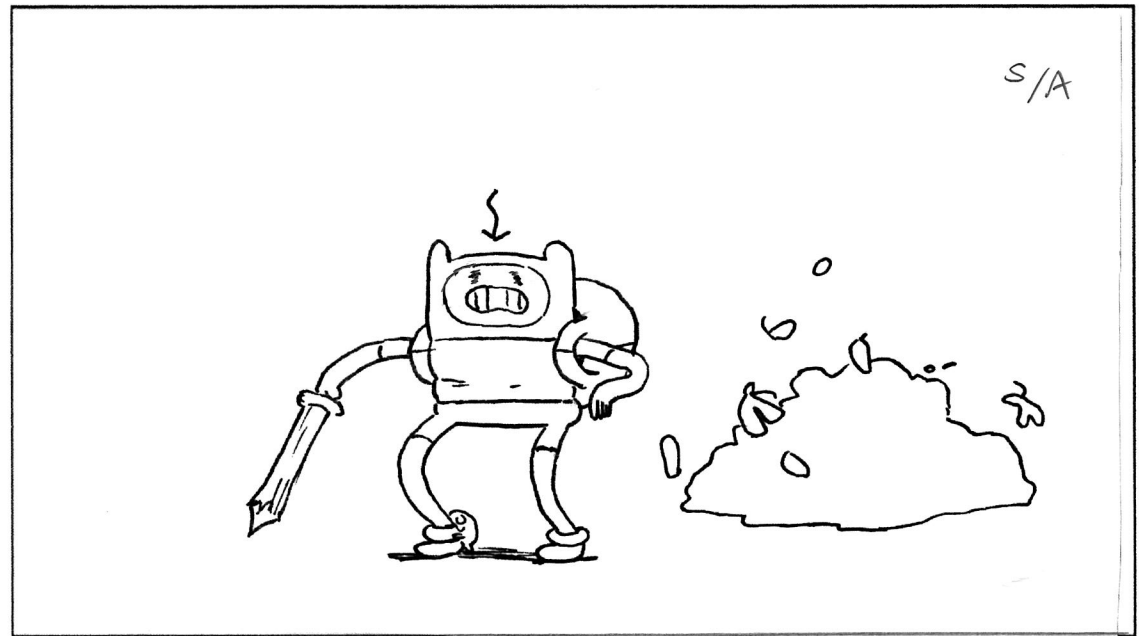


Sc. 86

Pnl. B

Bg.

day night



Dialog:

(F) YEAH WHAT IS THE PLAN?
THEY COULD AMBUSH US LIKE RIGHT N-

(LSP) URRGGHH

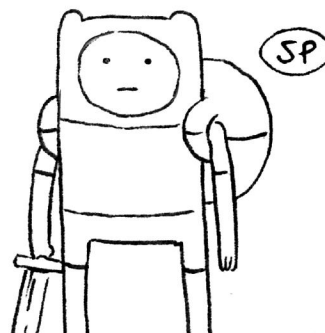
SFX: *SKSHH*

Action:

-PILE OF LEAVES RUSTLES

- F. FLINCHES

Timing:



1034-216

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 86

Pnl. C

Bg.

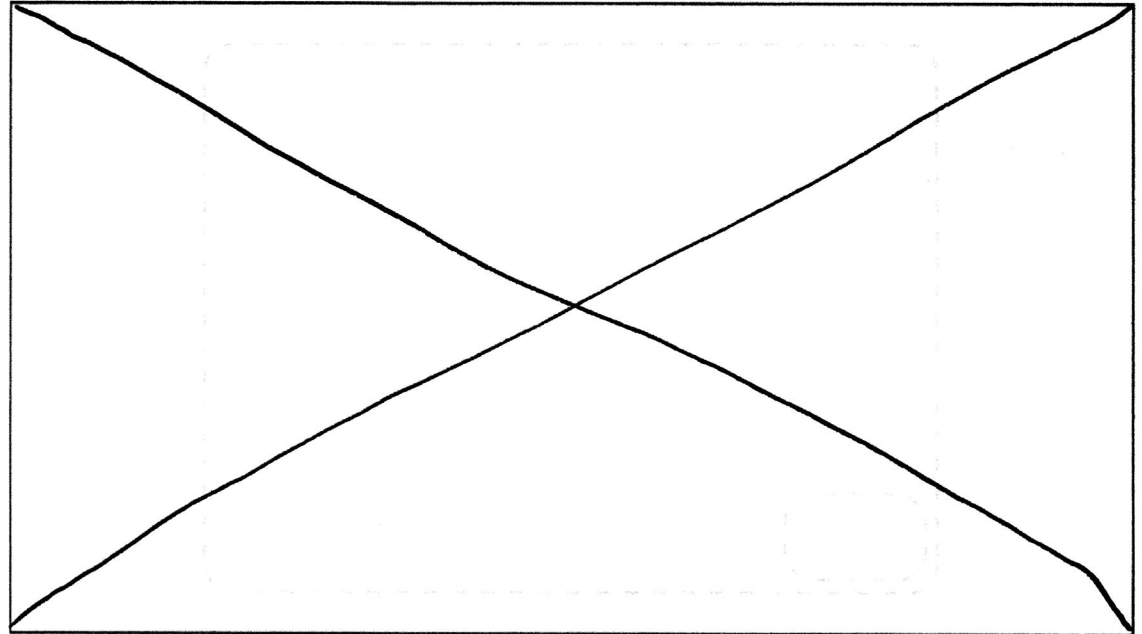
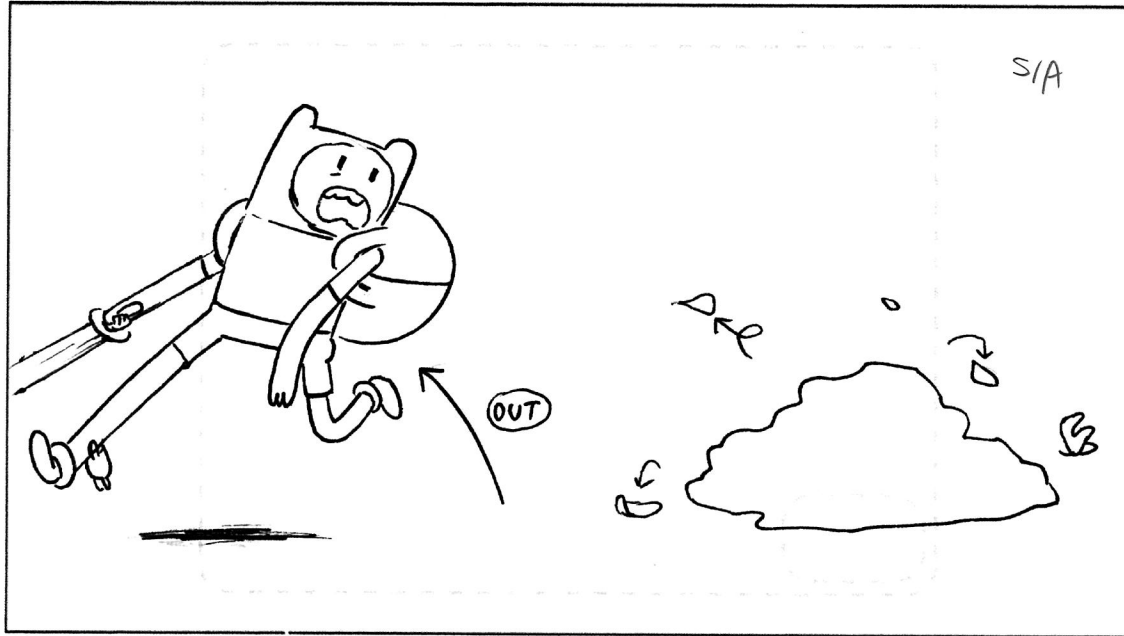
day night

Sc.

Pnl.

Bg.

day night



Dialog:

ⓕ AAHH!!

Action:

- F LEAPS OFF/S.

Timing:

EPISODE # 1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



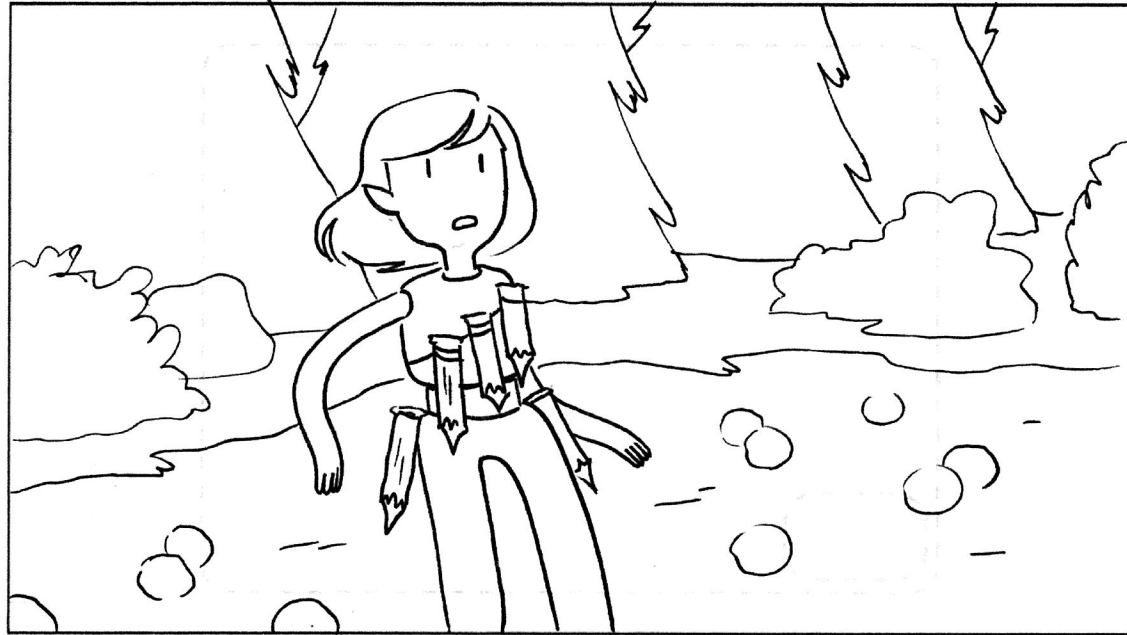
Page 112

Sc. 87

Pnl. A

Bg.

day night

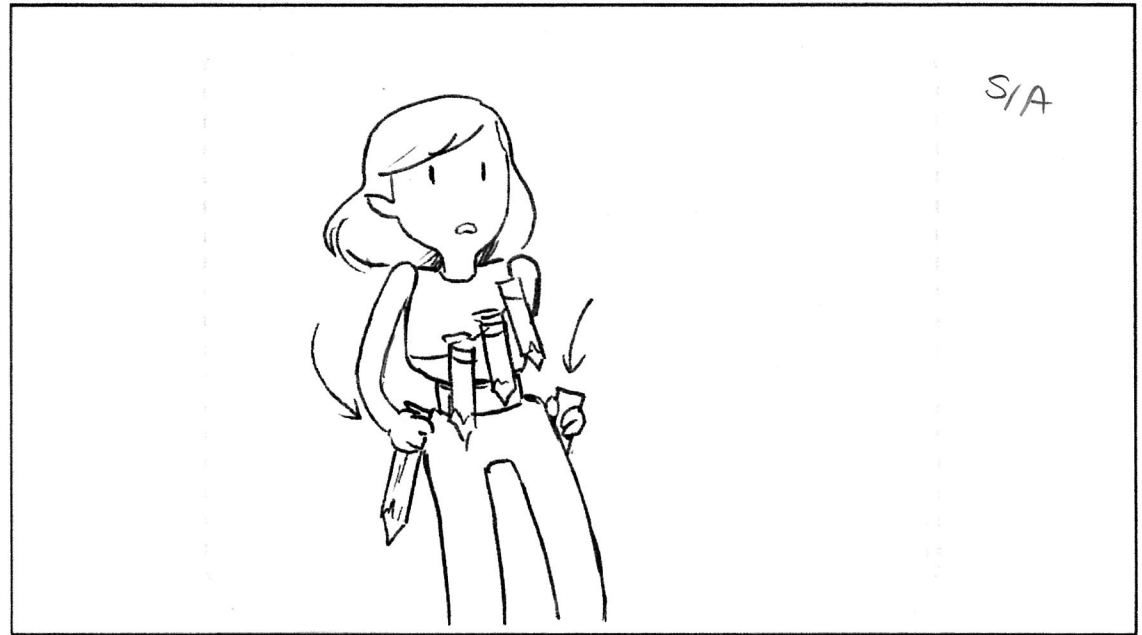


Sc. 87

Pnl. B

Bg.

day night



Dialog:

Action:

- M. GRABS STAKES.

Timing:

EPISODE #

1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 87

Pnl. C

Bg.

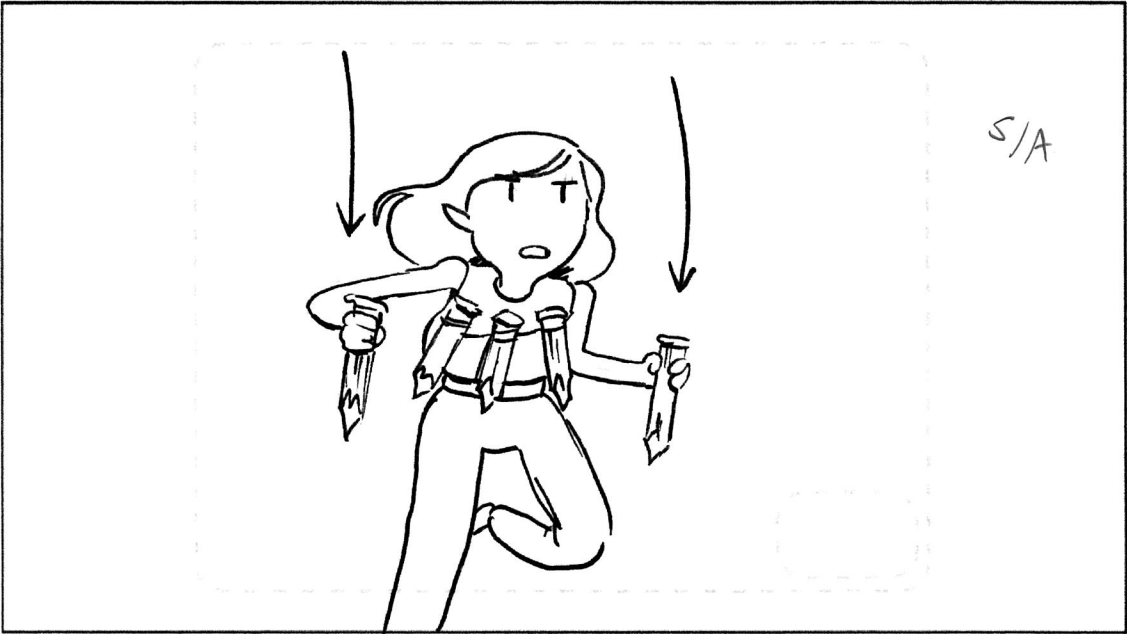
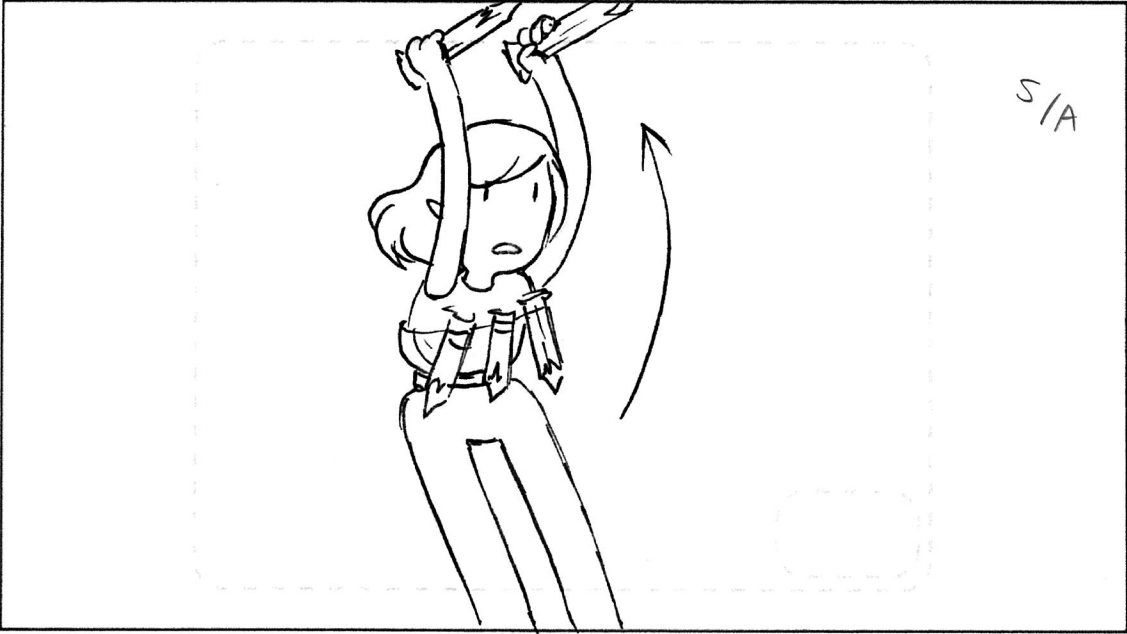
day night

Sc. 87

Pnl. D

Bg.

day night



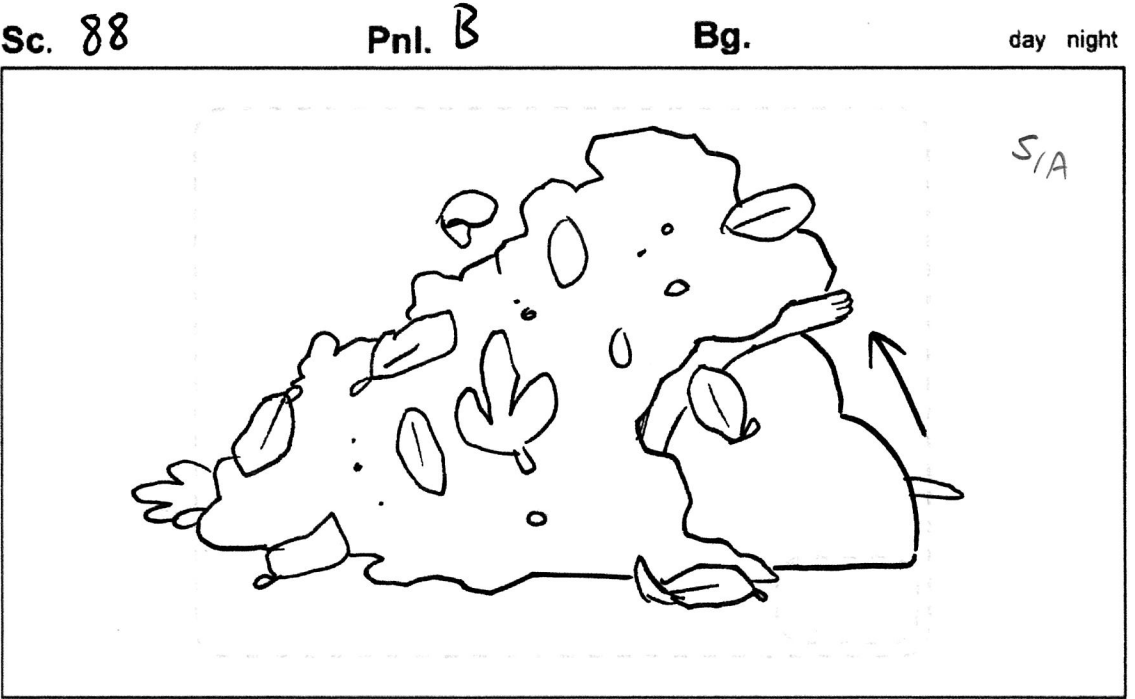
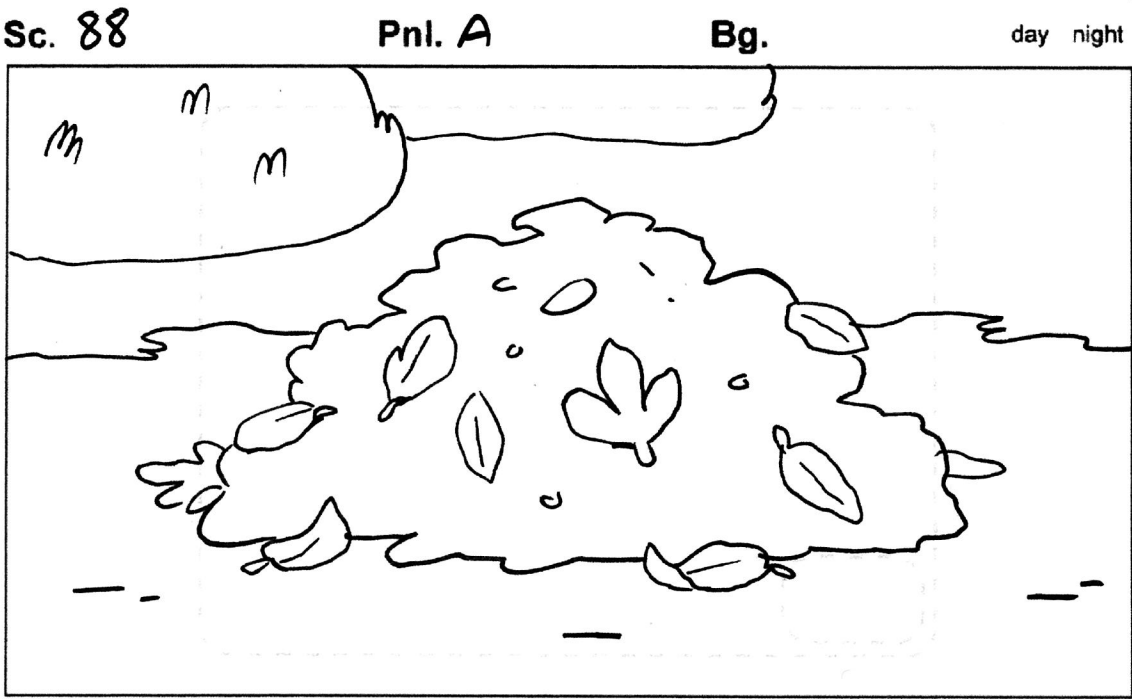
Dialog:
Action: - M. PULLS OUT STAKES
Timing:

EPISODE # 1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p>SFX: * SKSH *</p>
Action:	
Timing:	

ADVENTURE TIME

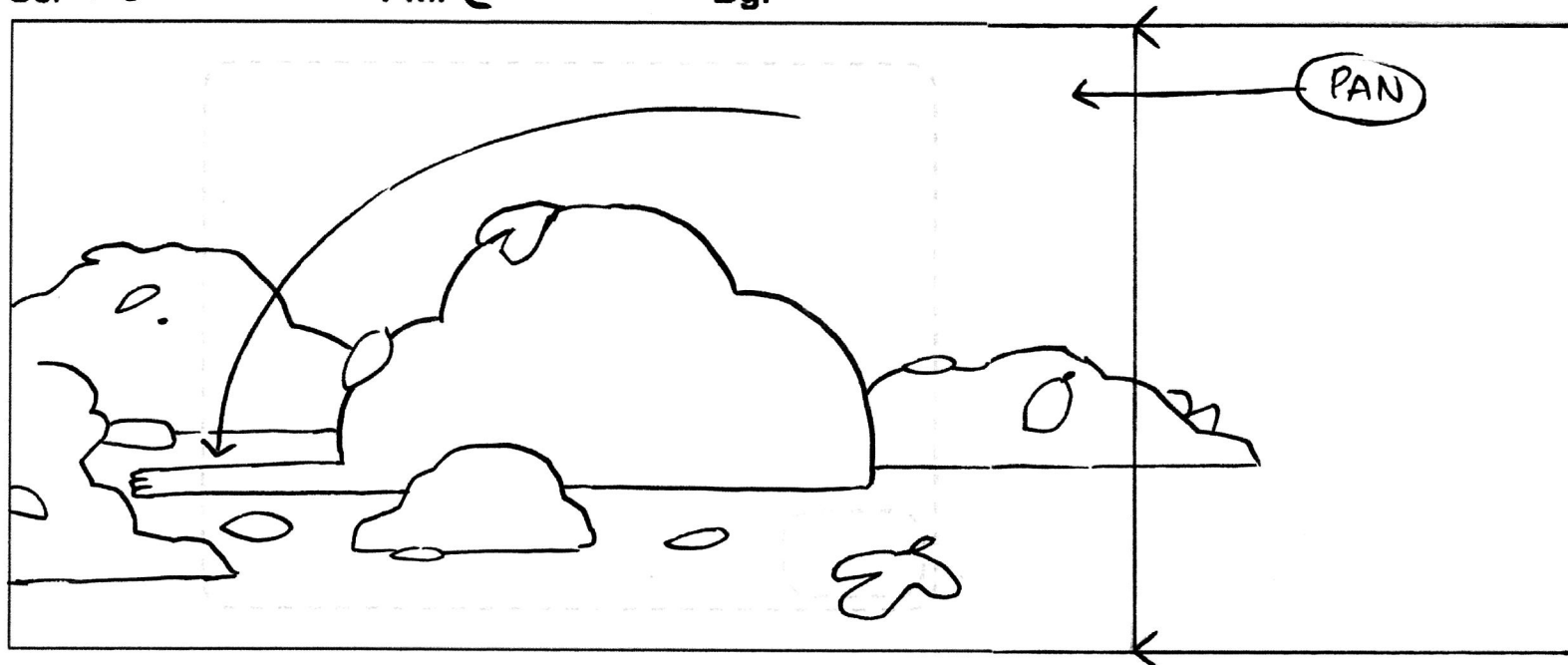


Page 115

Sc. 88

Pnl. C

Bg.



Dialog:

LSP: [LOW GROAN] UHH...

Action:

- TRACK AS LSP ROLLS OVER

Timing:

EPISODE #

1034-216

Production :

STOP

ADVENTURE TIME



Sc. 88

Pnl. D

Bg.

day night

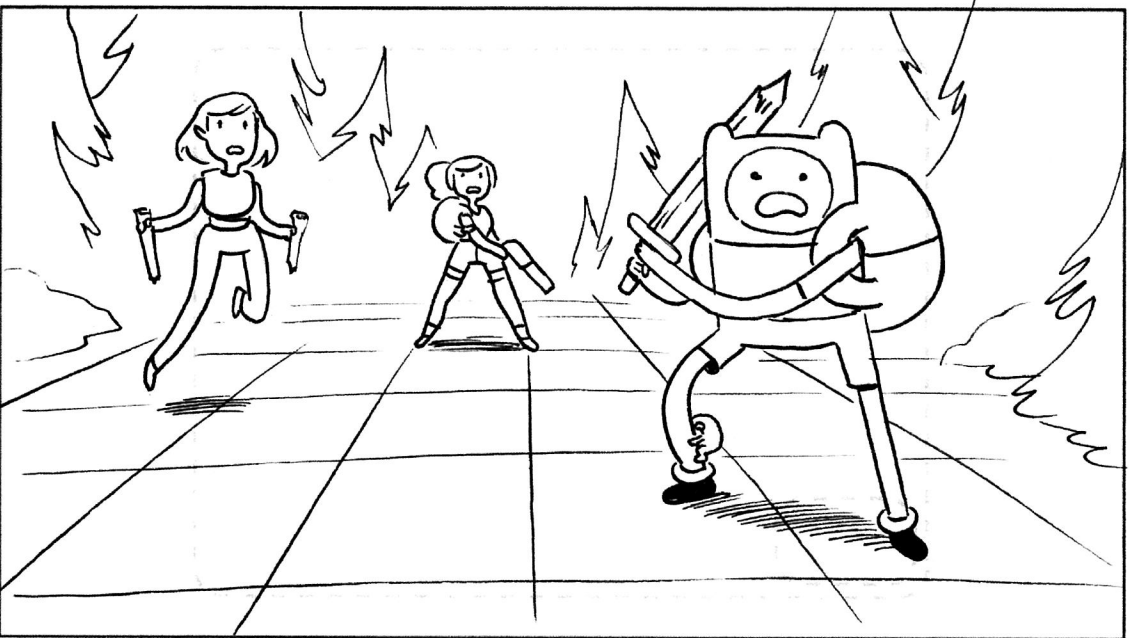


Sc. 89

Pnl. A

Bg.

day night



Dialog:

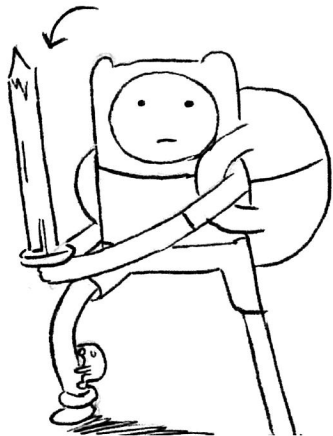
(LSP) AHH I FEEL REFRESHED

Action:

Timing:



- F. LOWERS STAKE SWORD.



EPISODE # 1034-216

Production :

ADVENTURE TIME



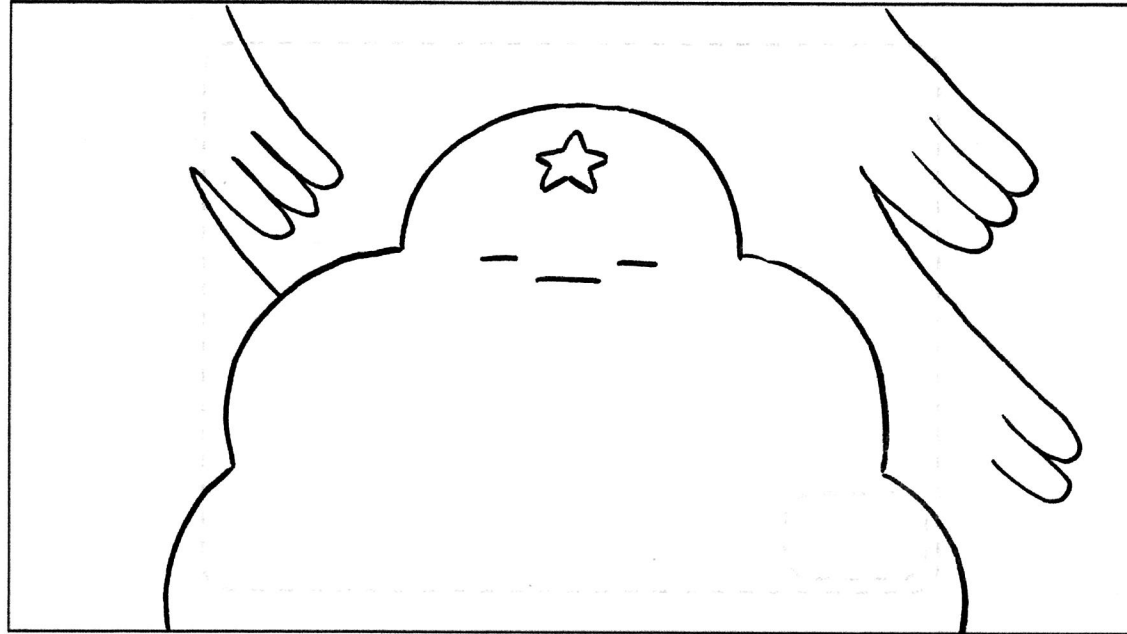
Page 117

Sc. 90

Pnl. A

Bg.

day night

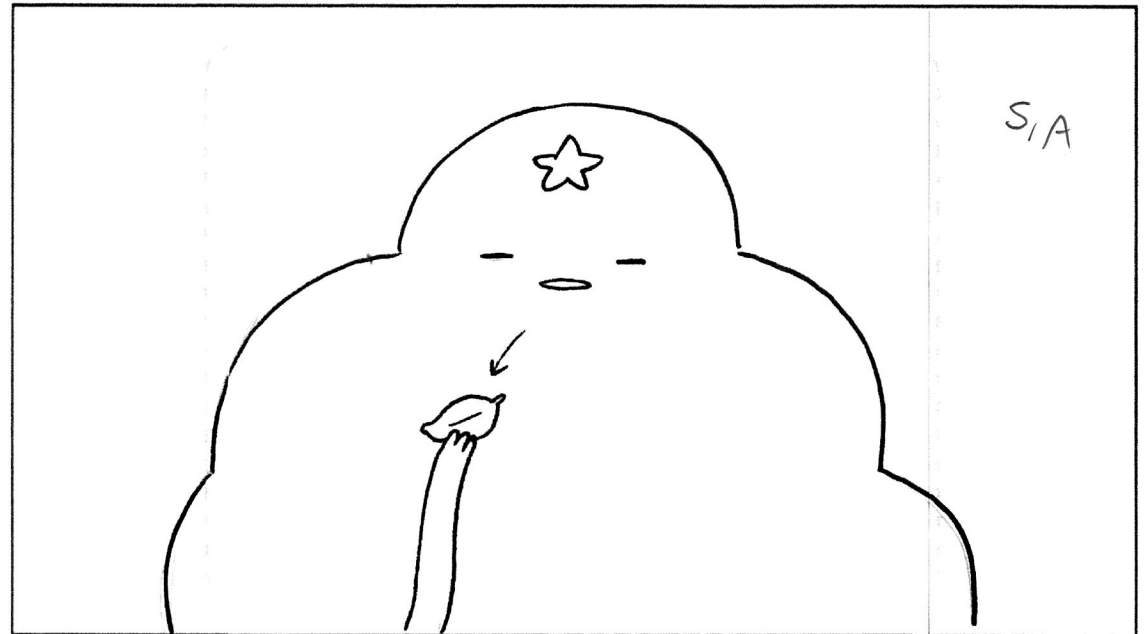


Sc. 90

Pnl. B

Bg.

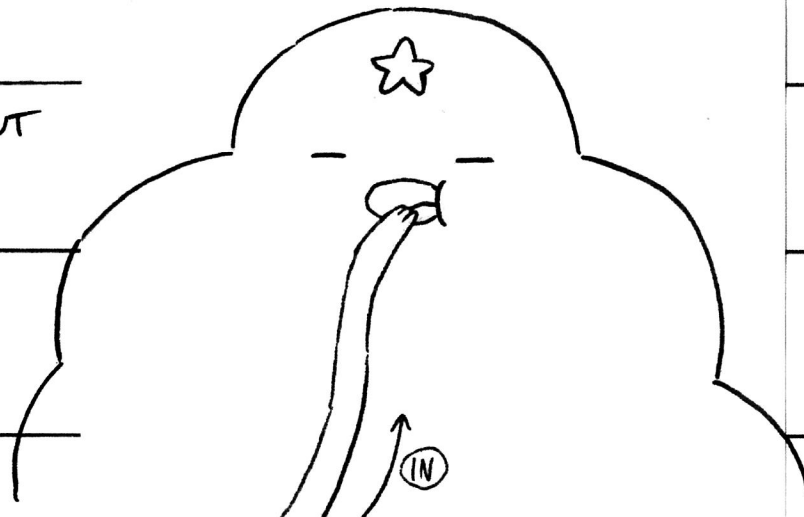
day night



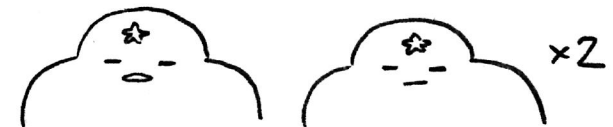
Dialog:

Action: PULLS LEAF OUT
OF MOUTH

Timing:



(SFX) * SMACKING LIPS *



EPISODE # 1034-216

Production :

ADVENTURE TIME



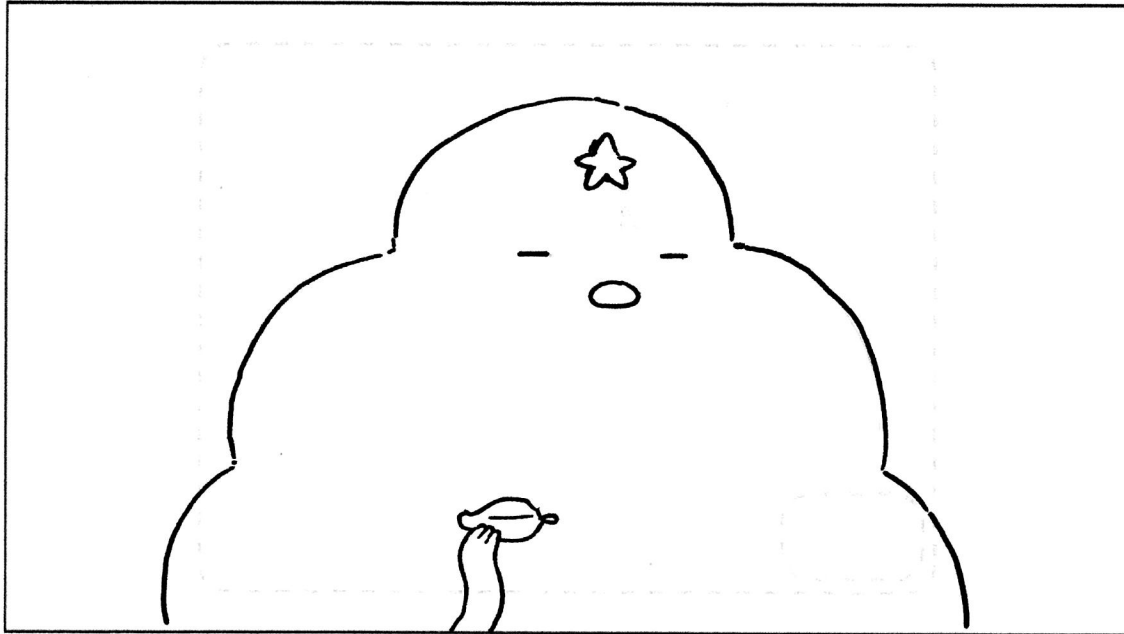
Page **118**

Sc. 90

Pnl. C

Bg.

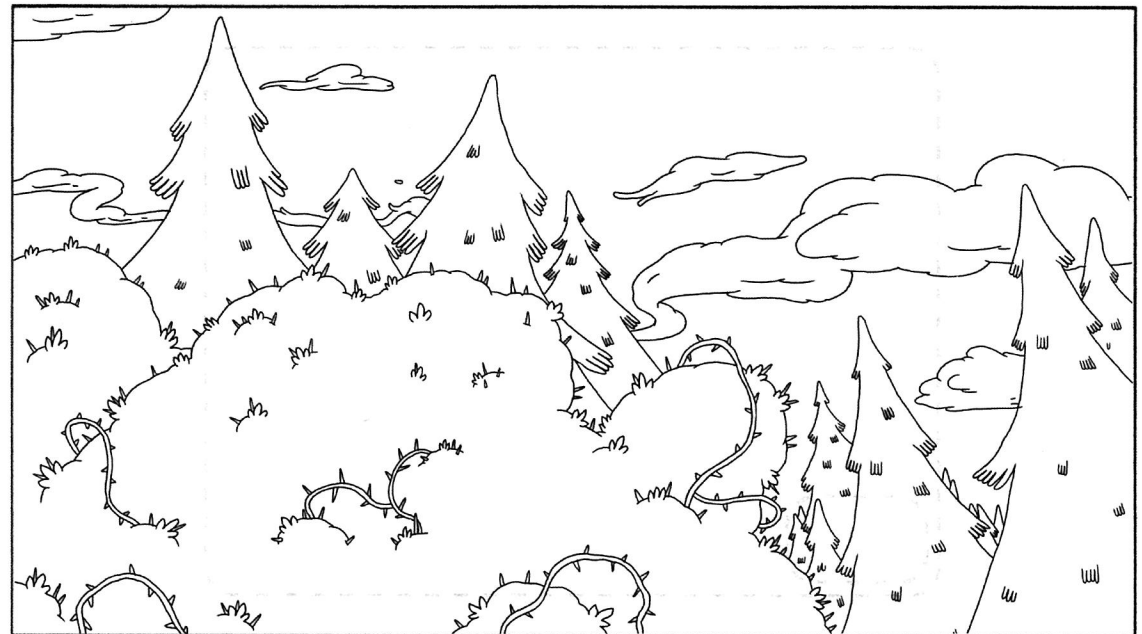
day night



Sc. 91

Pnl. A

Bg. B076s069_03 | day night



Dialog:

LSP ARE Y'ALL HUNTING WABBITS?

Sfx * OWL HOOT/ WIND IN TREES *

Action:

Timing:

EPISODE # **1034-216**

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



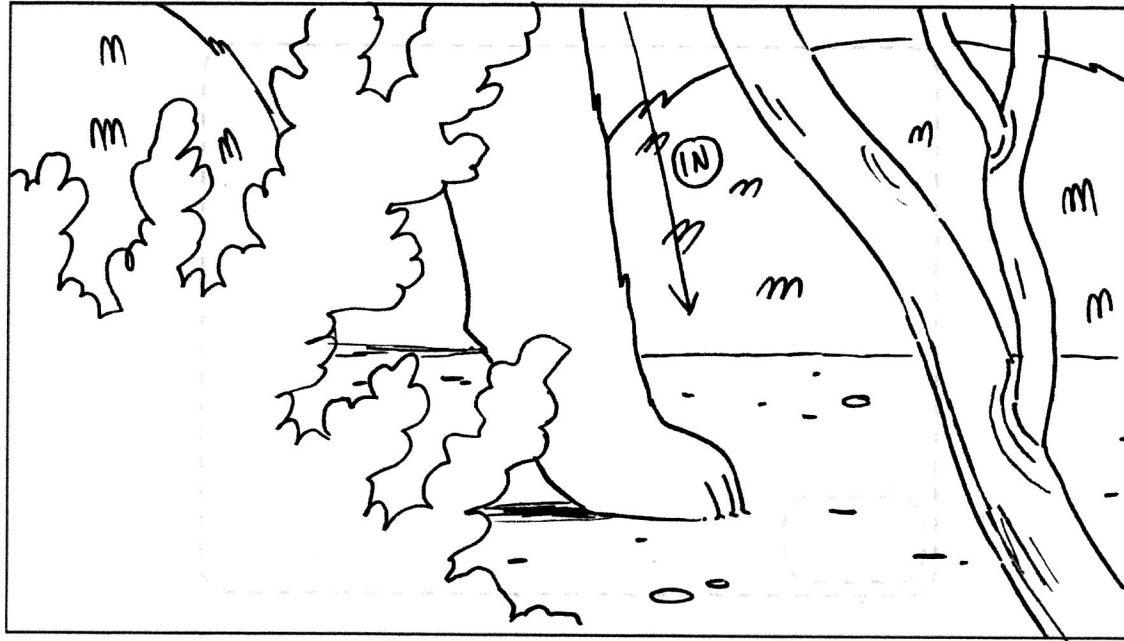
Page 119

Sc. 02

Pnl. A

Bg.

day night

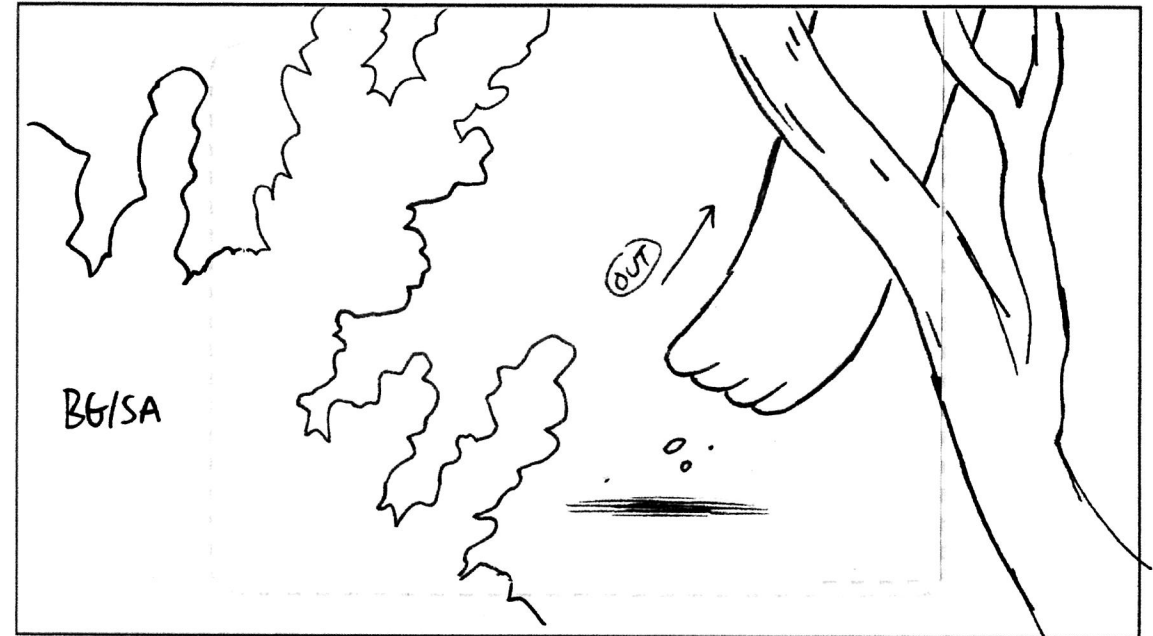


Sc. 02

Pnl. B

Bg.

day night



Dialog:

Action:

— HIEROPHANT'S LEGS WALK PAST

Timing:

EPISODE # 1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page **120**

Sc. **92**

Pnl. **C**

Bg.

day night

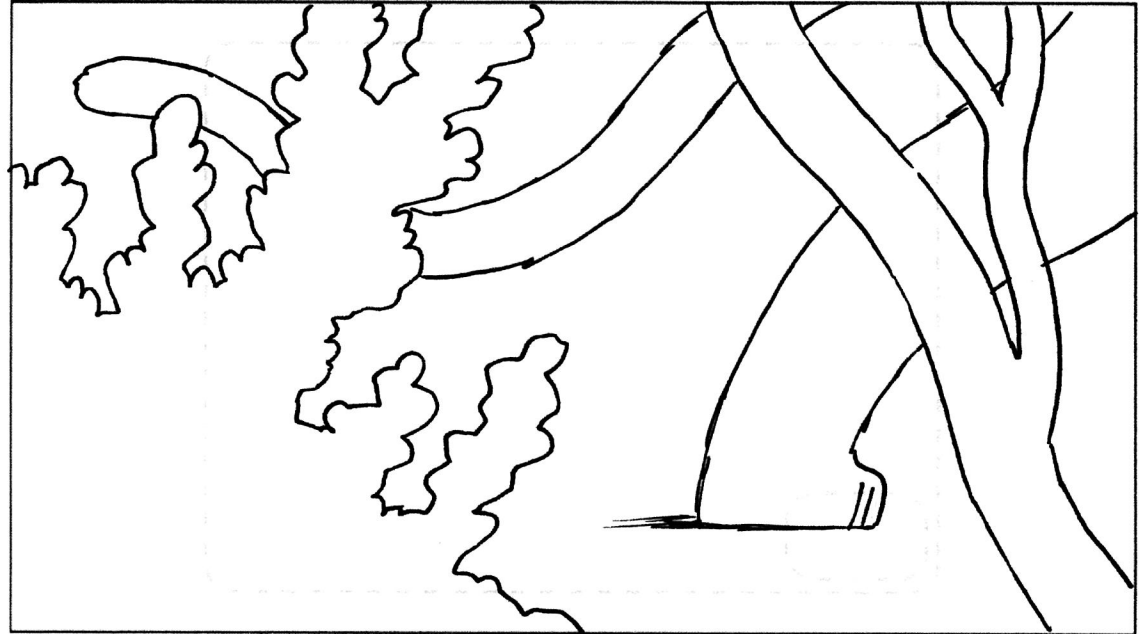


Sc. **92**

Pnl. **D**

Bg.

day night



Dialog:

Action:

- H'S BACK LEGS WALK THROUGH SCENE.

Timing:

EPISODE #

1034-216

Production :

ADVENTURE TIME



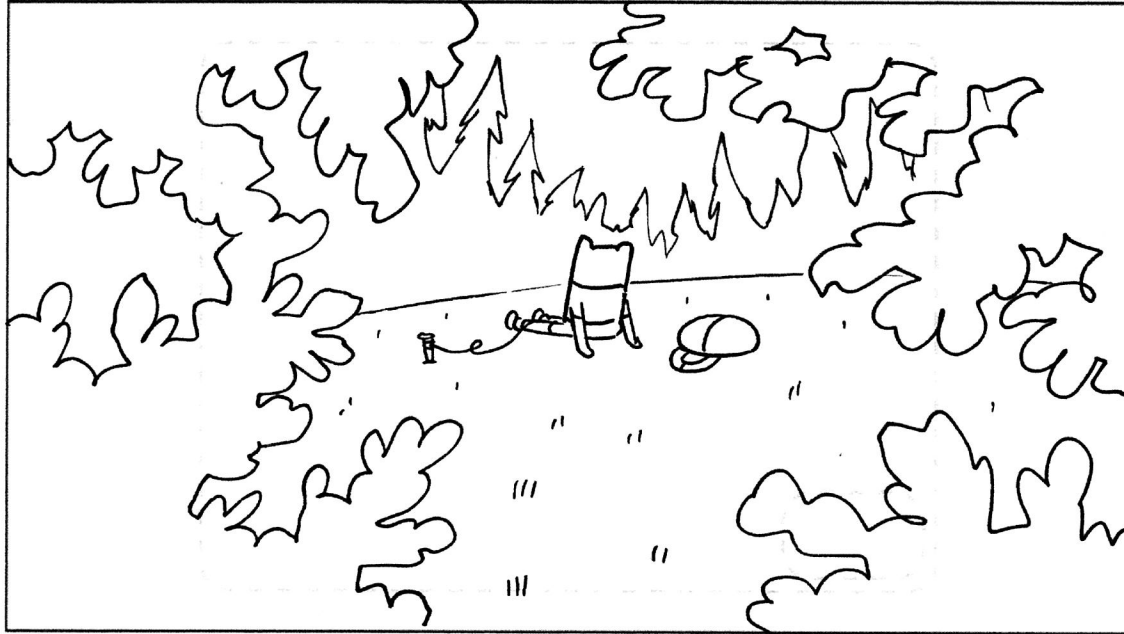
Page 121

Sc. 93

Pnl. A

Bg.

day night



Sc. 94

Pnl. A

Bg.

day night



Dialog:

(F) [WHISTLING]

(F) (o/s) MAN...

Action:

-F. IS SITTING IN THE MOONLIGHT,
TIED TO A STAKE.

-H. APPEARS,
HIDING IN BUSH

Timing:



(SP)

1034-216

EPISODE #

Production :

ADVENTURE TIME



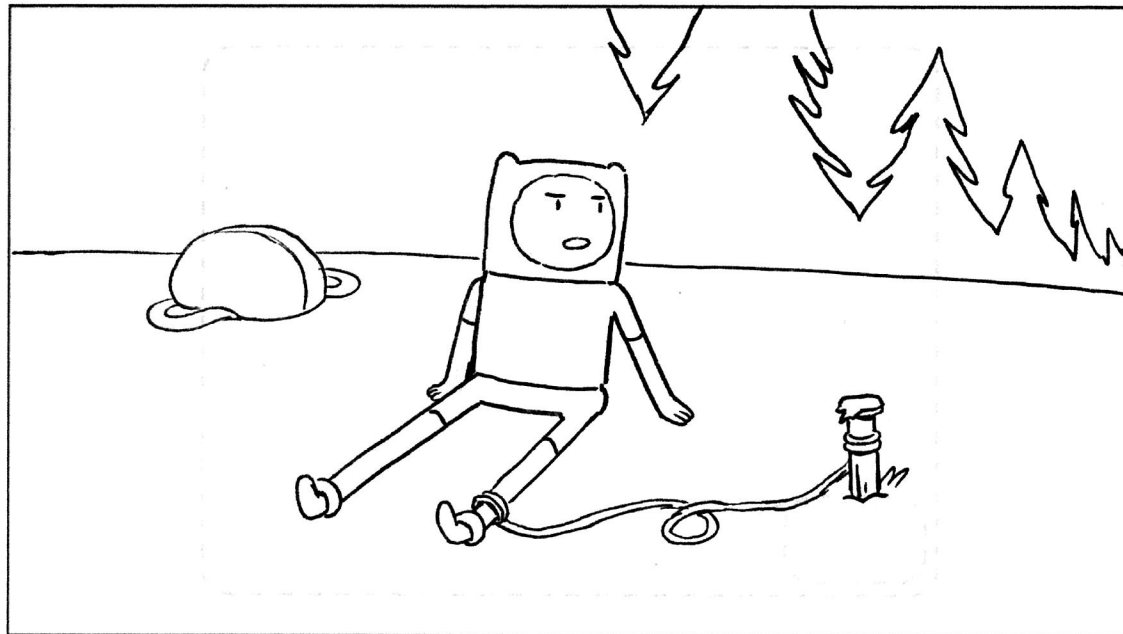
Page 122

Sc. 95

Pnl. A

Bg.

day night

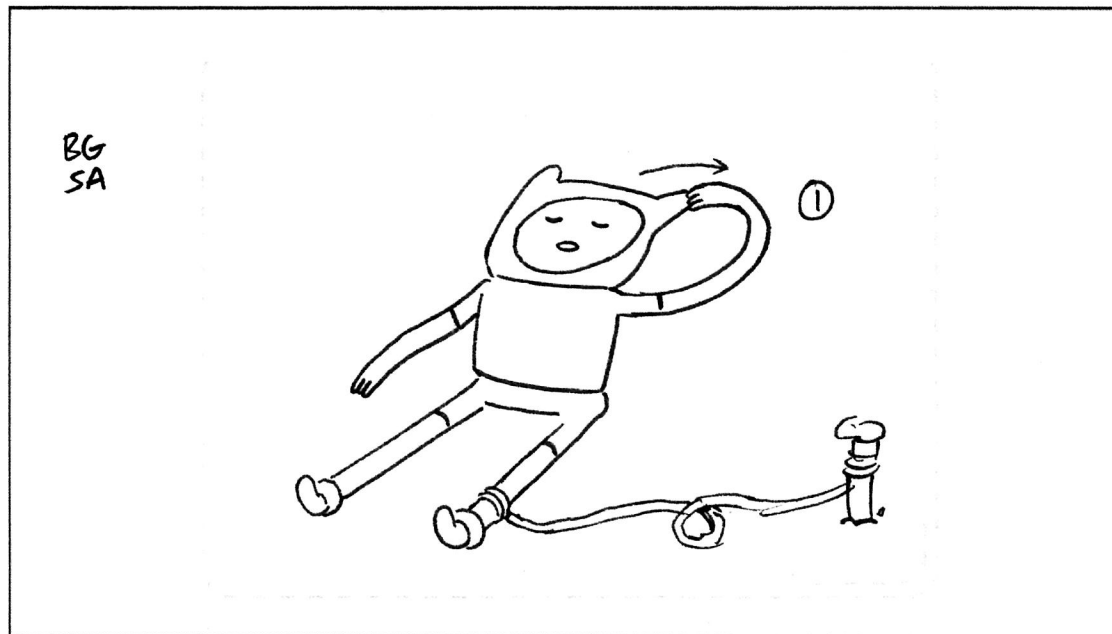


Sc. 95

Pnl. B

Bg.

day night



Dialog:

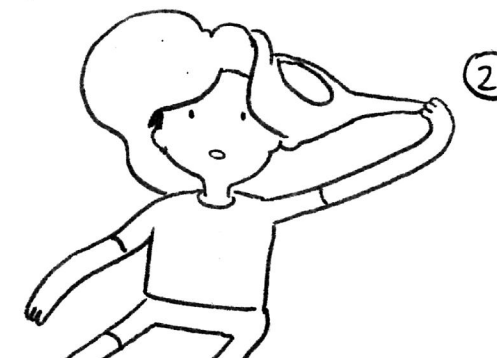
ⓕ WHERE IS EVERYBODY ...

ⓕ I CANT BELIEVE THEY JUST...

Action:

- F. SLOWLY PULLS OFF HAT.

Timing:



EPISODE #

1034-216

Production :

ADVENTURE TIME



Sc. 95

Pnl. C

Bg.

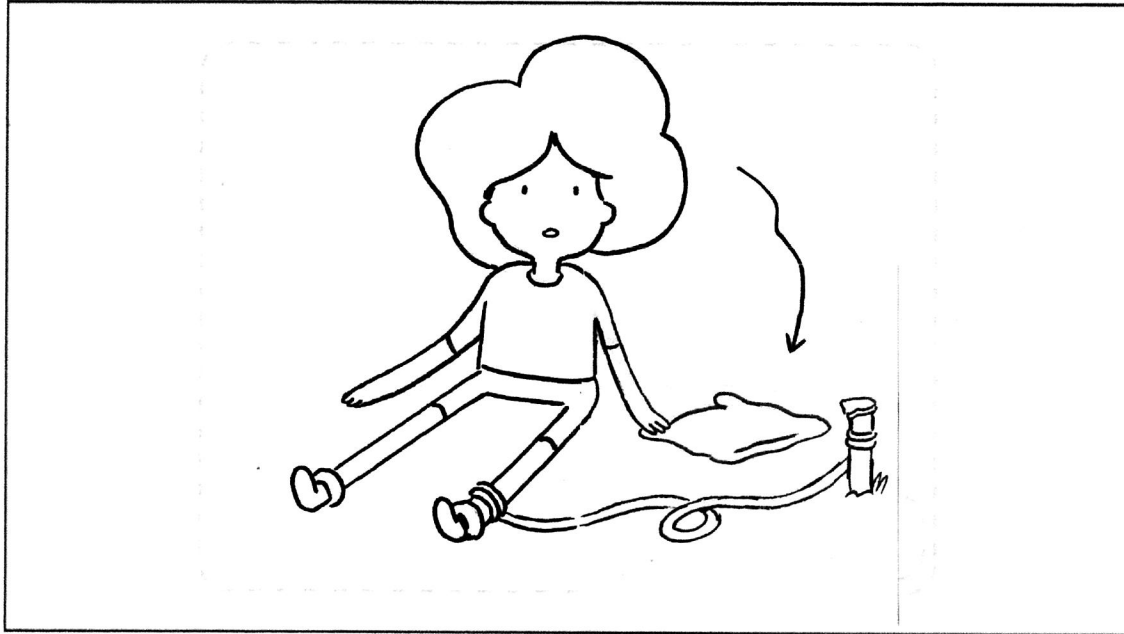
day night

Sc. 95

Pnl. D

Bg.

day night



Dialog:

Ⓕ ... LEFT ME HERE

Ⓕ ALL UNARMED...

Action:

-FINN'S HAIR TUMBLES DOWN

Timing:



1034-216

EPISODE #

Production :

ADVENTURE TIME



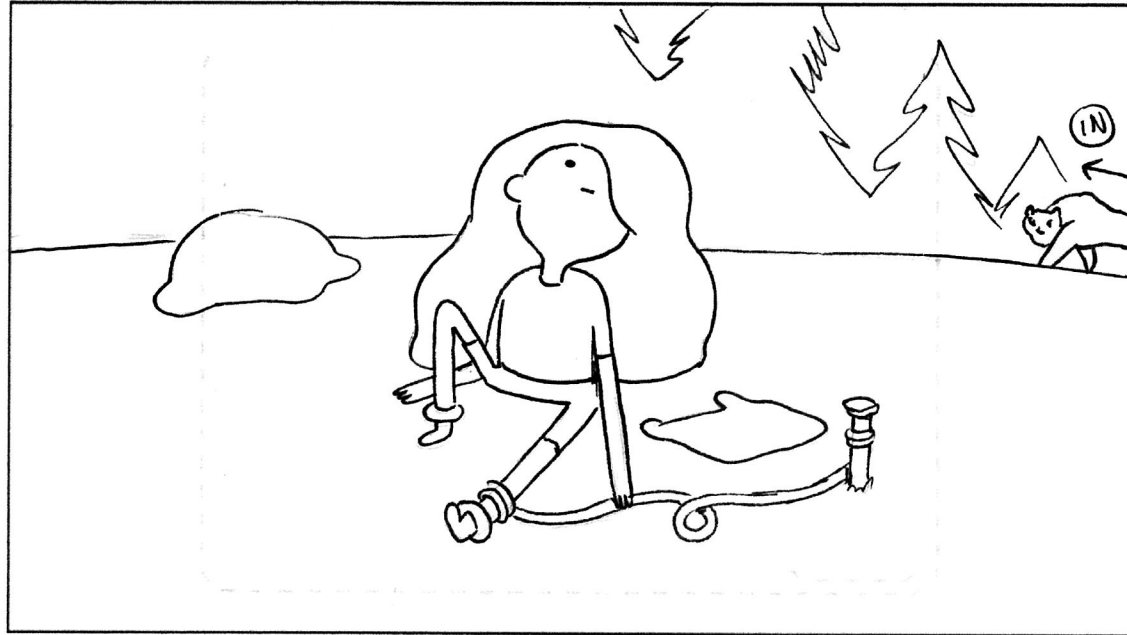
Page **124**

Sc. 95

Pnl. E

Bg.

day night

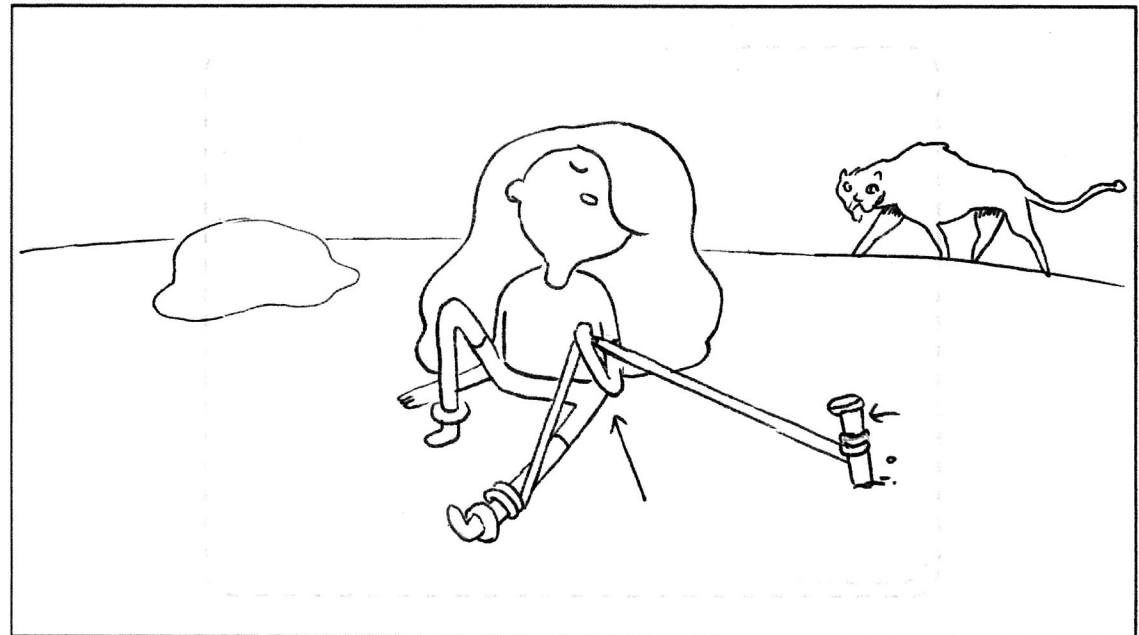


Sc. 95

Pnl. F

Bg.

day night



Dialog:

Ⓕ - AND TETHERED LIKE THIS

Action:

- GRABS ROPE
- HIEROPHANT LURKS INTO BG.

Timing:

EPISODE # 1034-216

Production :

ADVENTURE TIME



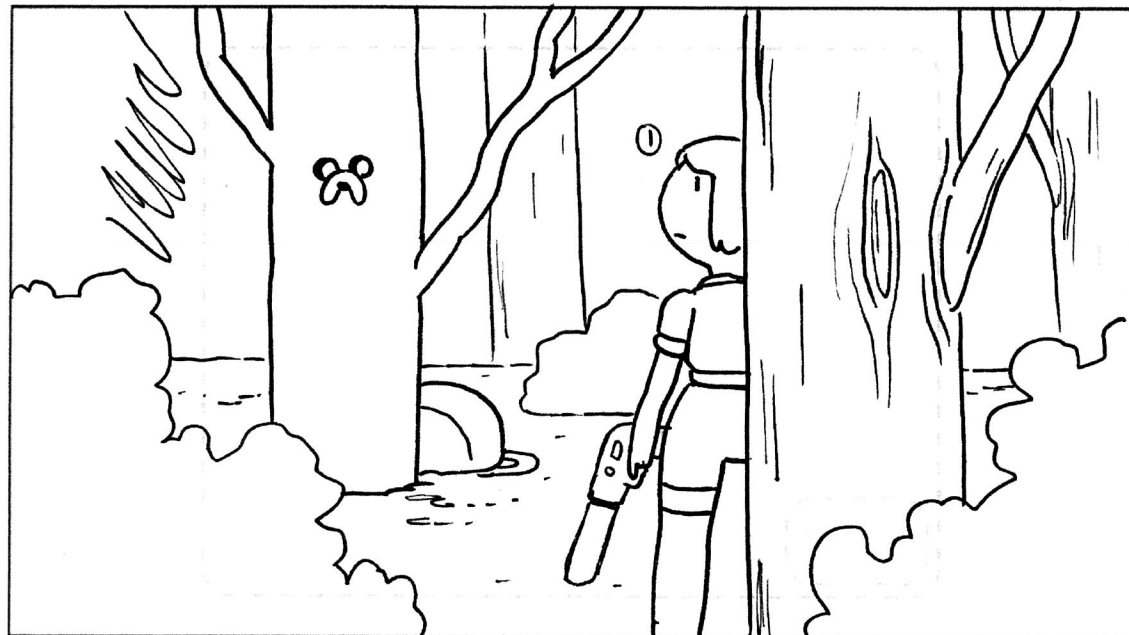
Page 125

Sc. 96

Pnl. A

Bg.

day night

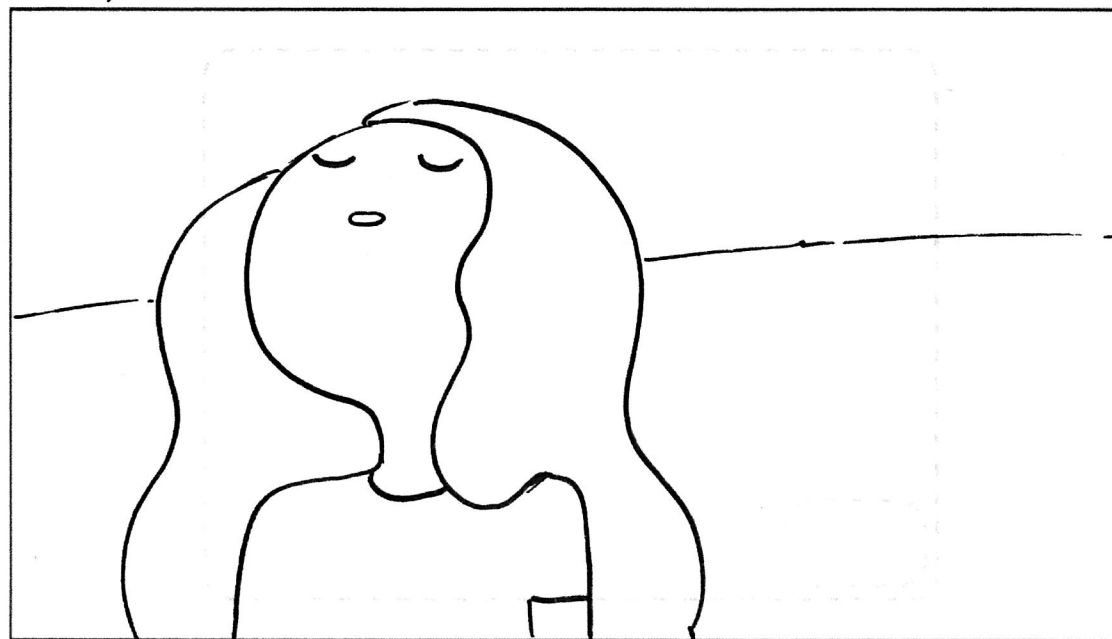


Sc. 97

Pnl. A

Bg.

day night



Dialog:

Ⓕ [OIS] WELL. MAY AS WELL JUST KICK BACK AND LET MY GUARD DOWN.

Ⓕ BOY MY NECK SURE IS HOT...

Action:

-J. IS DISGUISED AS TREE,
-PB HIDES BEHIND TREE

Timing:



EPISODE # 1034-216

Production :

ADVENTURE TIME



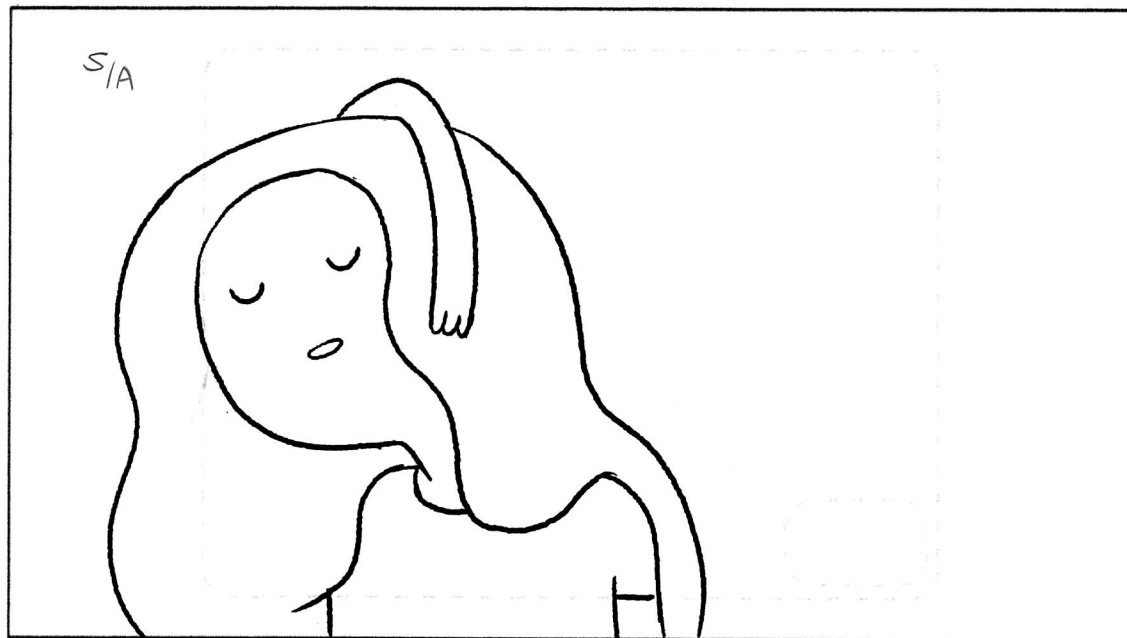
Page 126

Sc. 97

Pnl. B

Bg.

day night

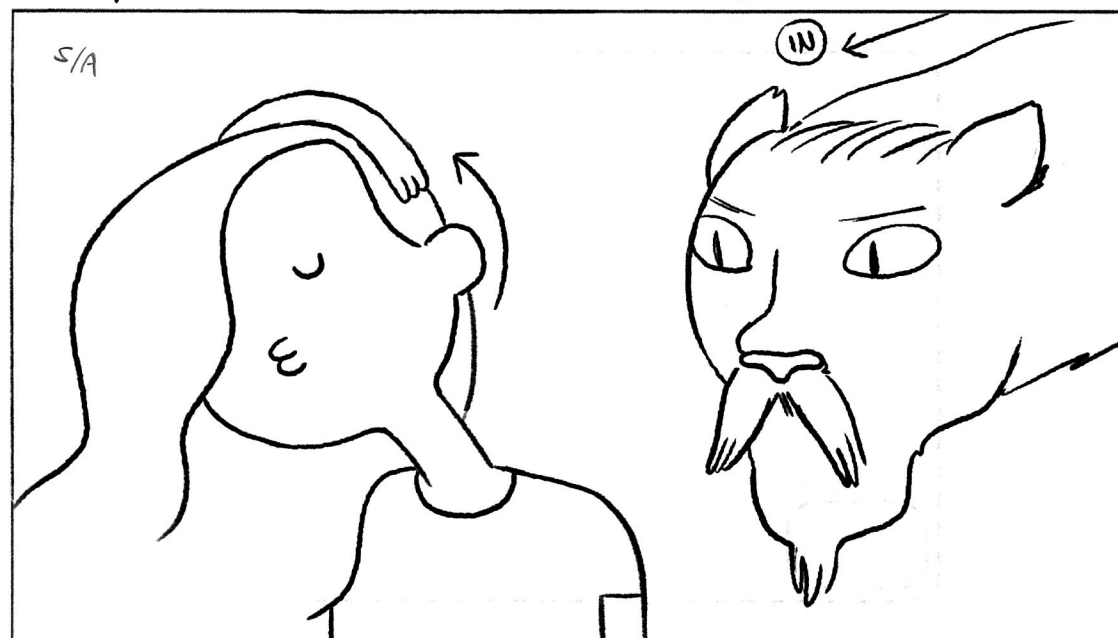


Sc. 97

Pnl. C

Bg.

day night



Dialog:

Ⓕ THIS BABY NEEDS TO GET SOME AIR

Action:

-F. PULLS HAIR ASIDE EXPOSING NECK.

-H. LOOMS AN/S, STARING AT NECK.

Timing:

EPISODE # 1034-216

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



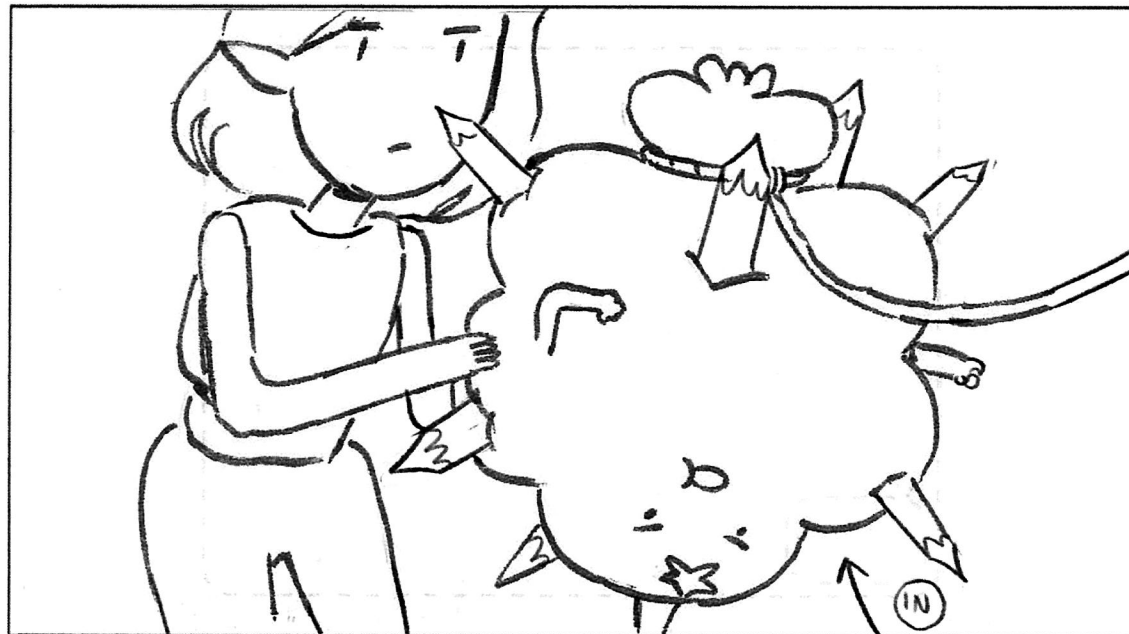
Page **127**

Sc. **98**

Pnl. **A**

Bg.

day night

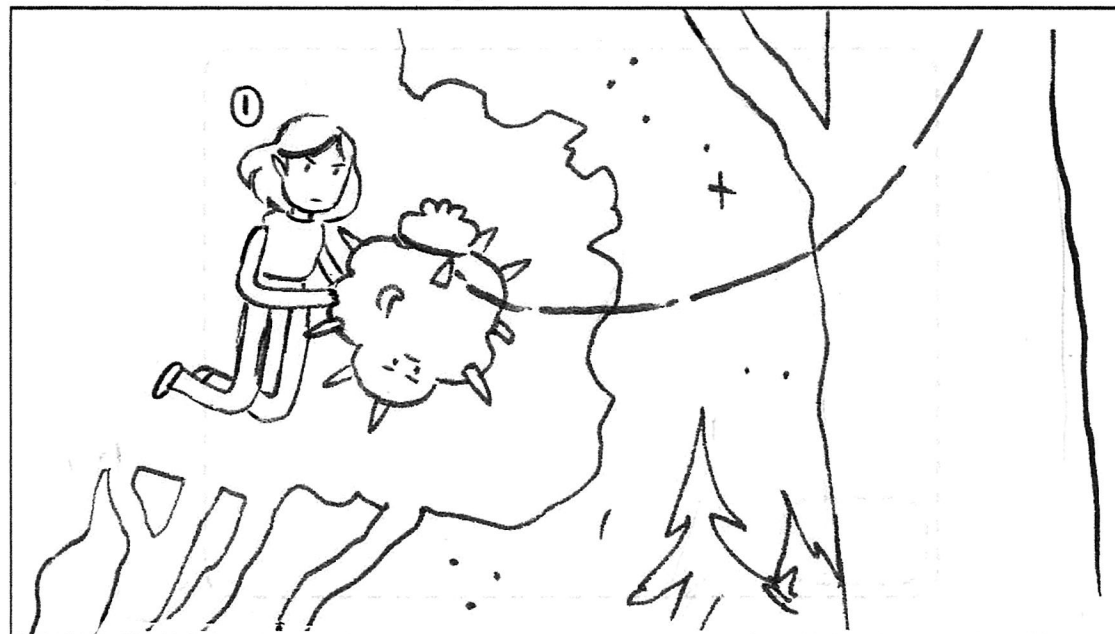


Sc. **99**

Pnl. **A**

Bg.

day night



Dialog:

(LSP) LET'S DO IT

Action:

- M. PULLS LSP UP ON/S.

- M ANTICS BACK.

Timing:



Production :

EPISODE #

1034-216

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



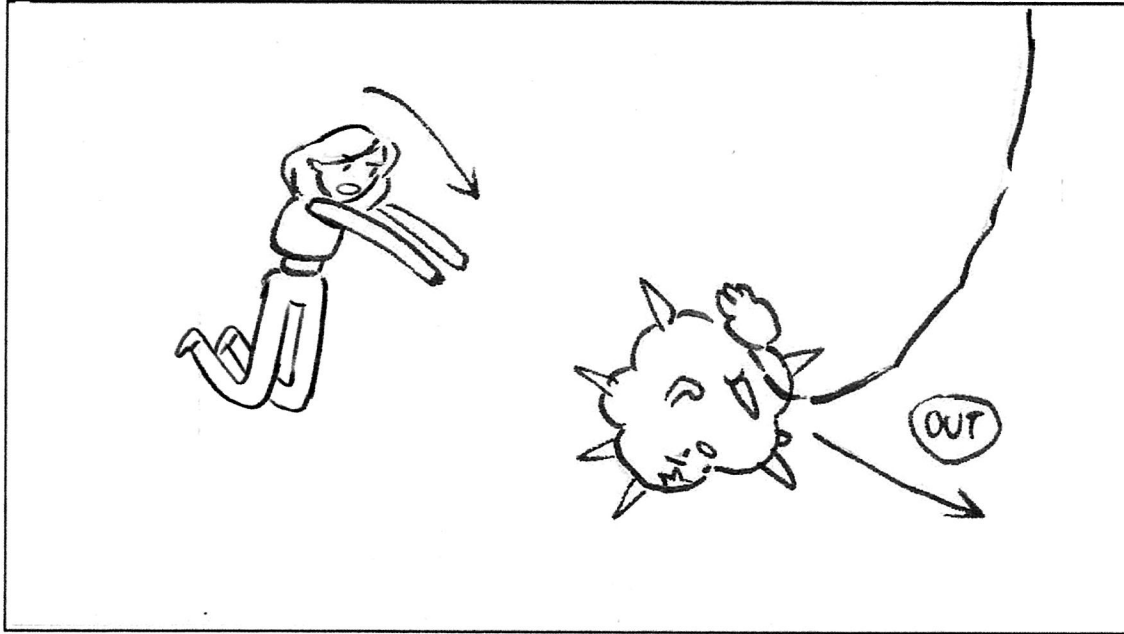
Page 128

Sc. 99

Pnl. B

Bg.

day night



Sc. 100

Pnl. A

Bg.

day night



Dialog:

(LSP) HAAA

H: [MOUTH WIDENING]

Action:

-M. SWINGS LSP OFF/S.

Timing:



EPISODE # 1034-216

Production :

ADVENTURE TIME



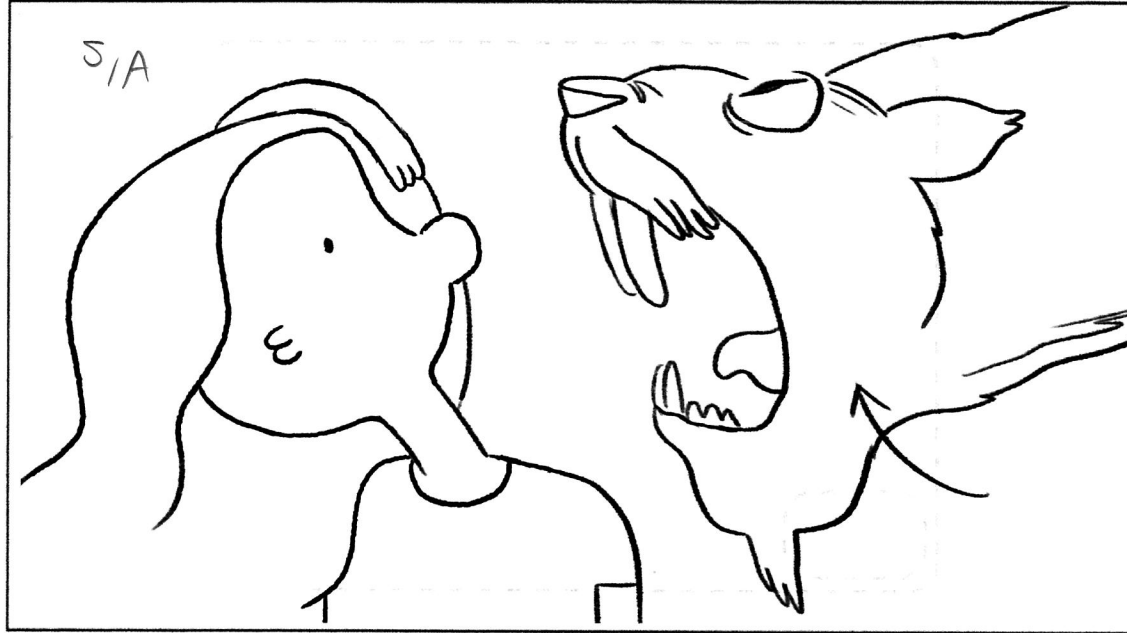
Page 129

Sc. 100

Pnl. B

Bg.

day night

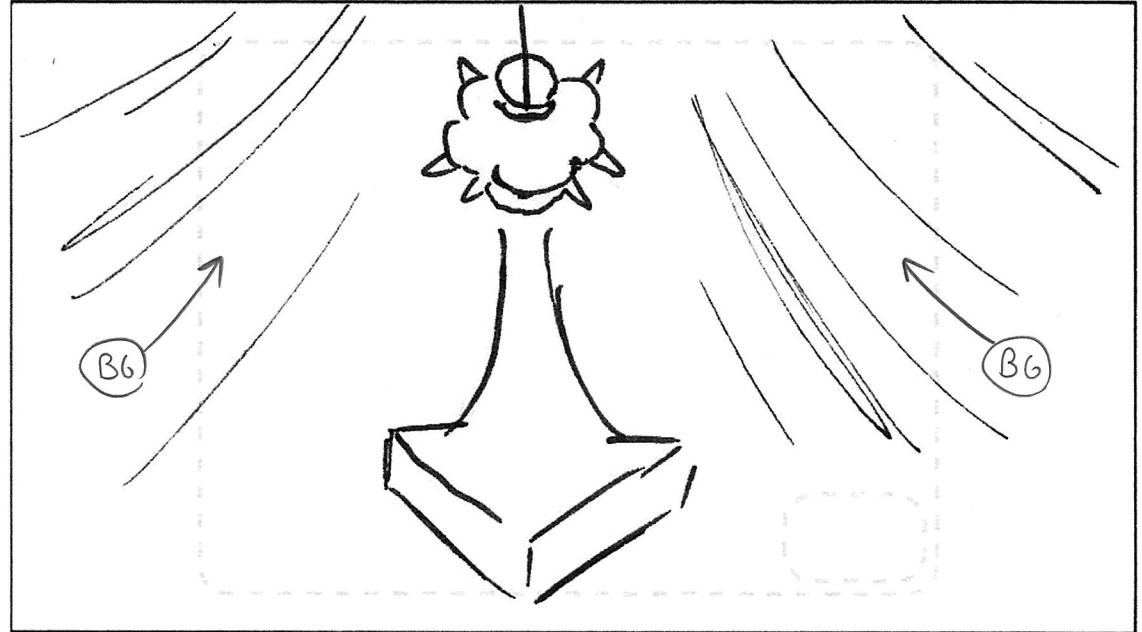


Sc. 101

Pnl. A

Bg.

day night



Dialog:

(LSP) [OIS] [PAINTLY] *LOW-ENERGY MUMBLING
TARZAN "YELL" *

(LSP) [GETS LOUDER AS SHE APPROACHES] *TARZAN YELL*

Action:

- H. LOOKS UP.

Timing:

EPISODE #

1034-216

Production :

ADVENTURE TIME



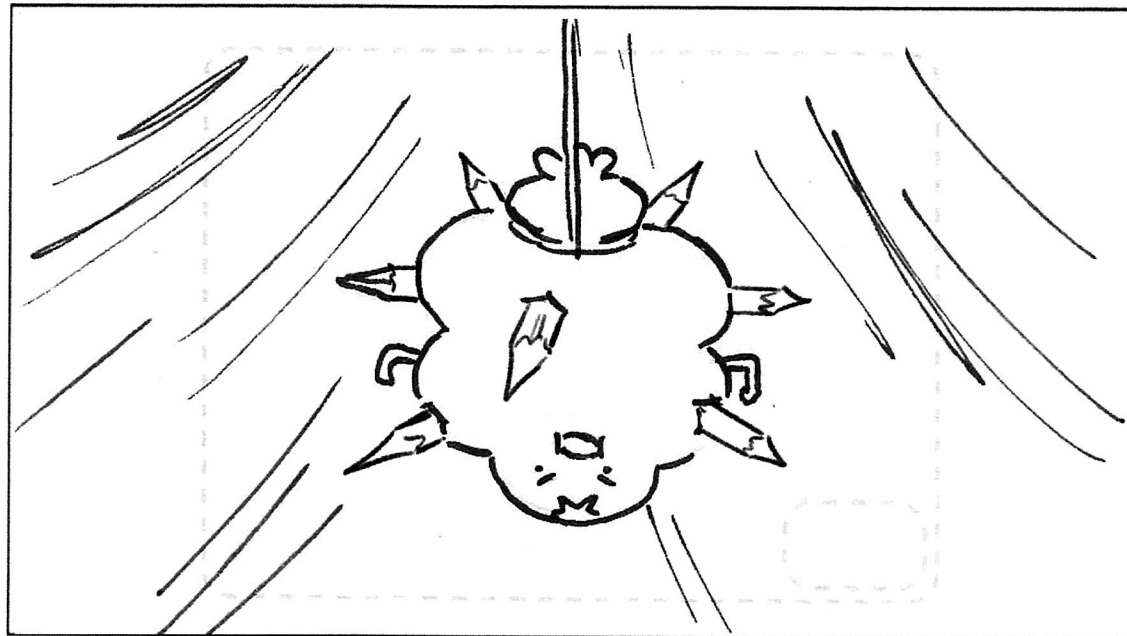
Page **30**

Sc. 101

Pnl. B

Bg.

day night

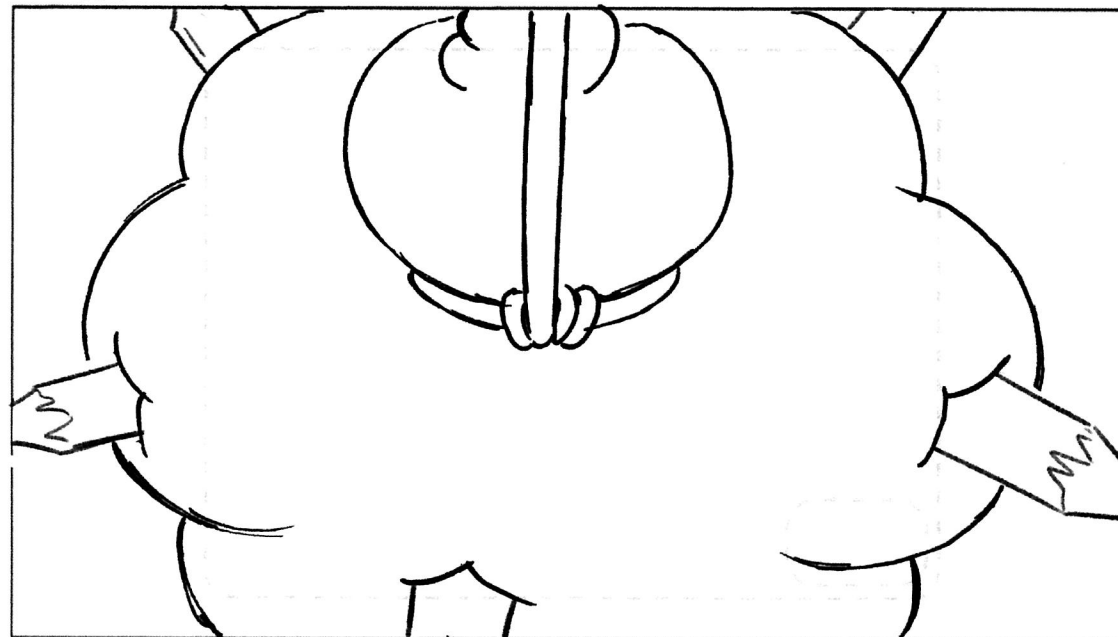


Sc. 101

Pnl. C

Bg.

day night



Dialog:

(LSP) *TARZAN "YELLING"*

Action:

-LSP SWINGS TOWARDS CAM.

Timing:

Production :

EPISODE #

1034-216

ADVENTURE TIME



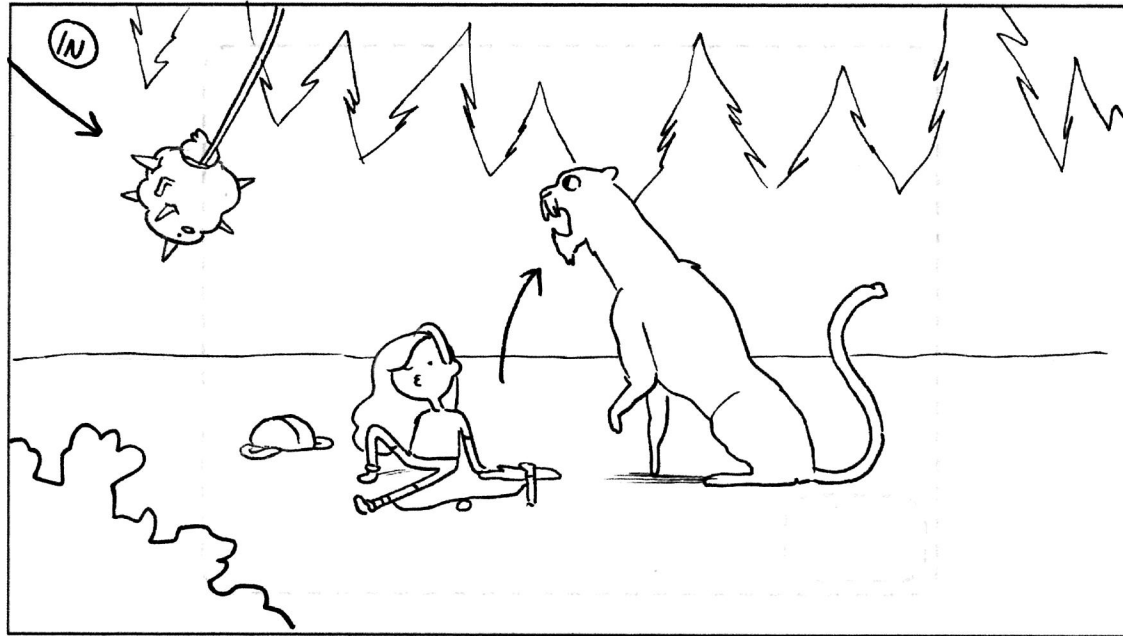
Page 131

Sc. 102

Pnl. A

Bg.

day night

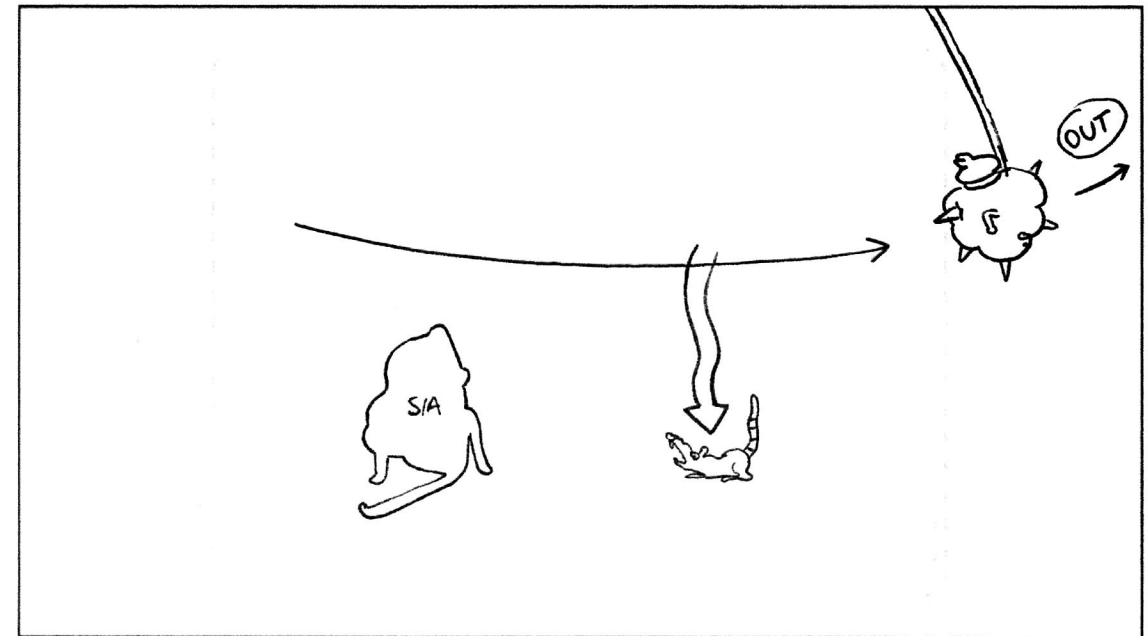


Sc. 102

Pnl. B

Bg.

day night



Dialog:

LSP: A A A W W W

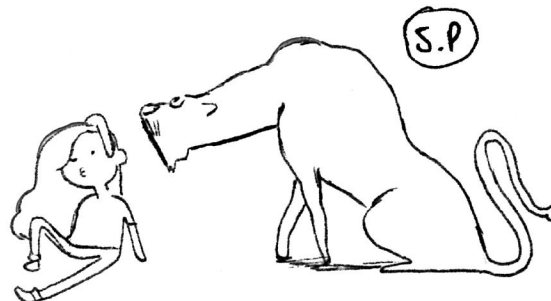
Action:

- LSP SWINGS ON/S.

- H. TURNS INTO A RAT, DUCKING LSP.

- LSP SWINGS OFF/S.

Timing:



1034-216

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



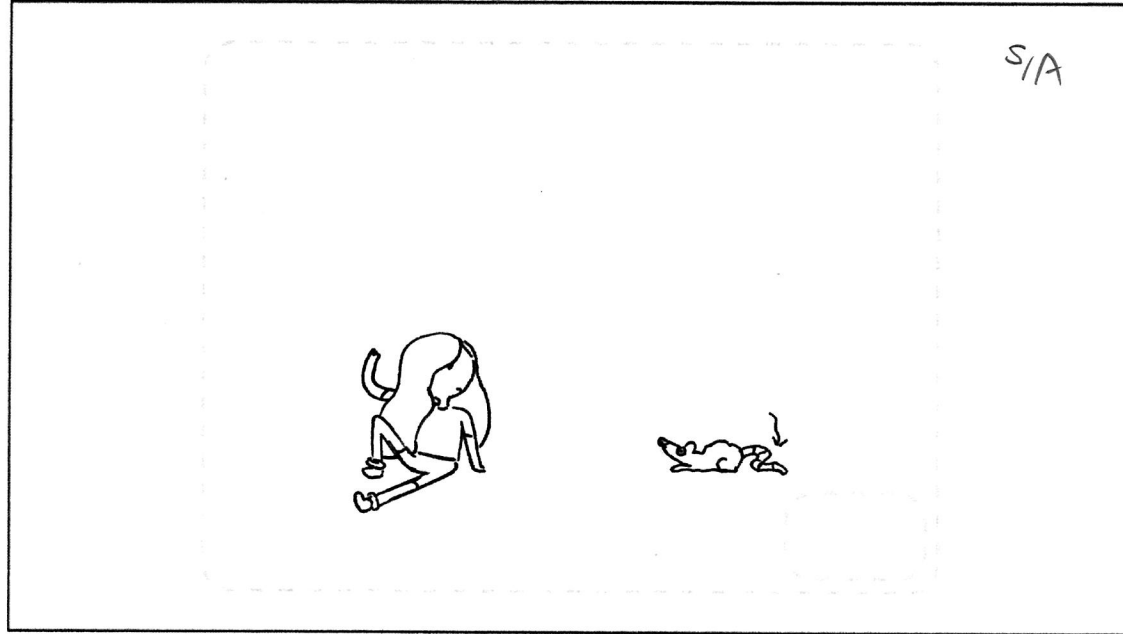
Page 132

Sc. 102

Pnl. C

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog:

Ⓜ HISSSS

Action:

Timing:



EPISODE #

1034-216

Production :

ADVENTURE TIME



Page 133

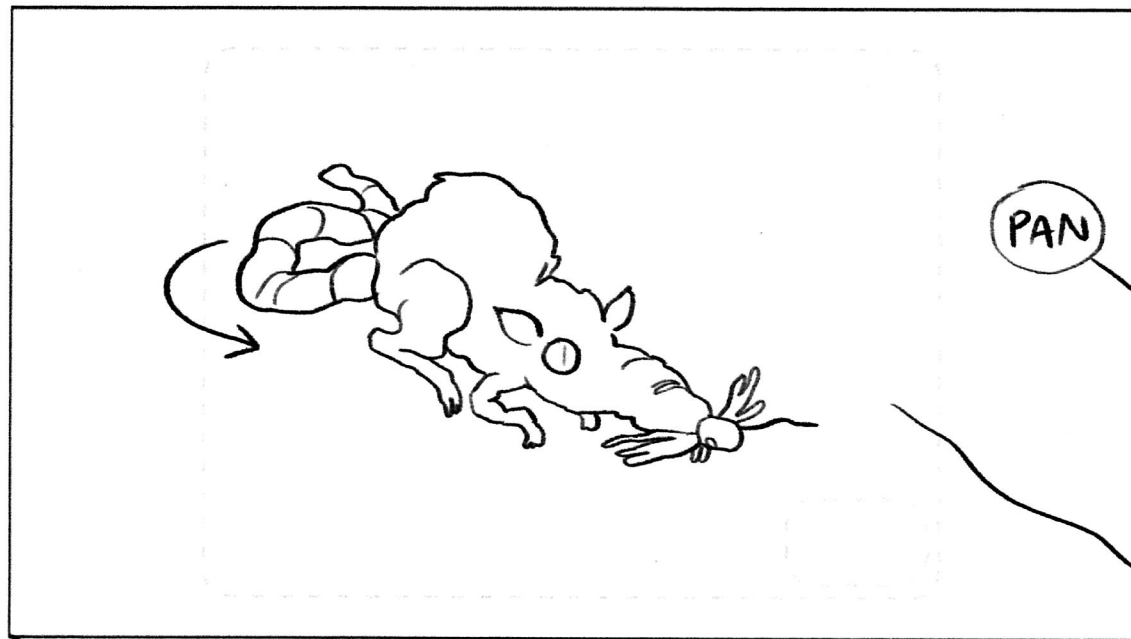
Sc. 103

Pnl. B

Bg.

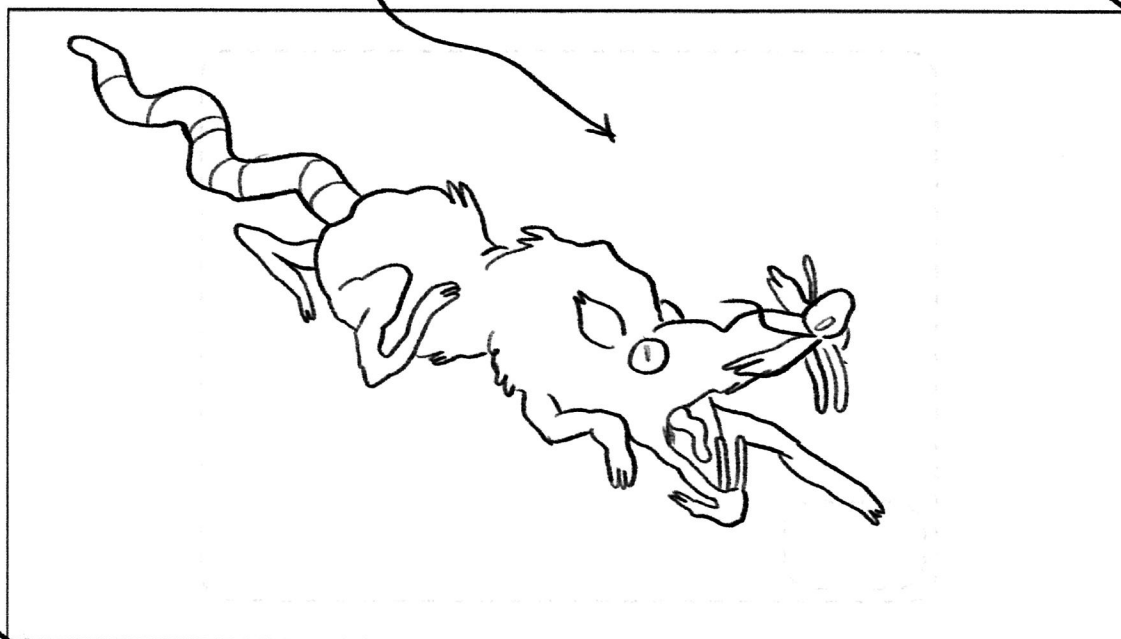
day night

START



PAN

- H. RUNS
PAN w/ HICROPHANT.



STOP

Production :

EPISODE #

1034-216

ADVENTURE TIME

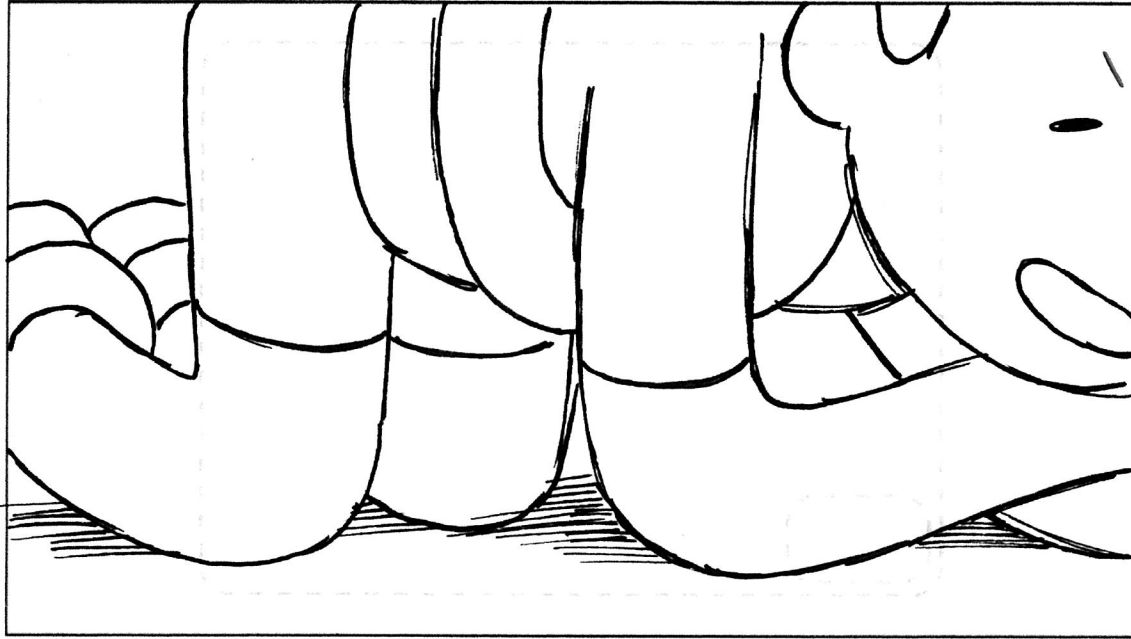


Sc. 103

Pnl. C

Bg.

day night



Sc. 104

Pnl. A

Bg.

day night



Dialog:

F: HA!

Ⓕ HE'S A SHAPESHIFTER!

Action: FINN DROPS ONTO H

Timing:



EPISODE # 1034-216

Production :

ADVENTURE TIME



Sc. 104

Pnl. B

Bg.

day night



(H) RRRRGH

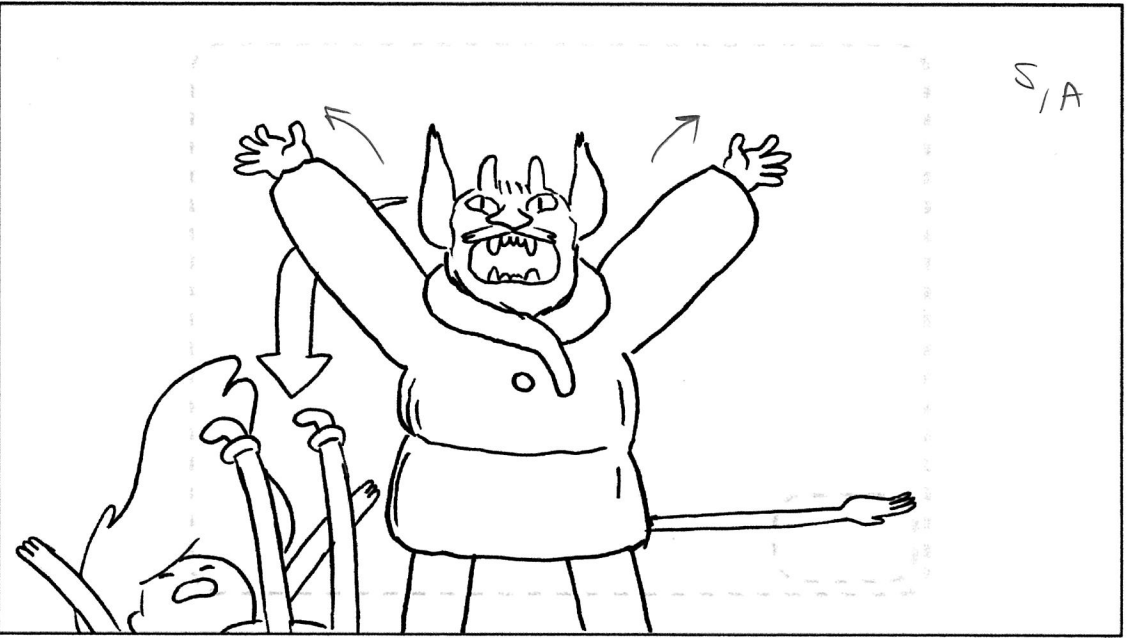
- H. SHIFTS INTO
NORMAL SIZE.

Sc. 104

Pnl. C

Bg.

day night



(H) RRGHAAAAAHHH

F: OOF.

-H TOSSES
FINN OFF.



ADVENTURE TIME



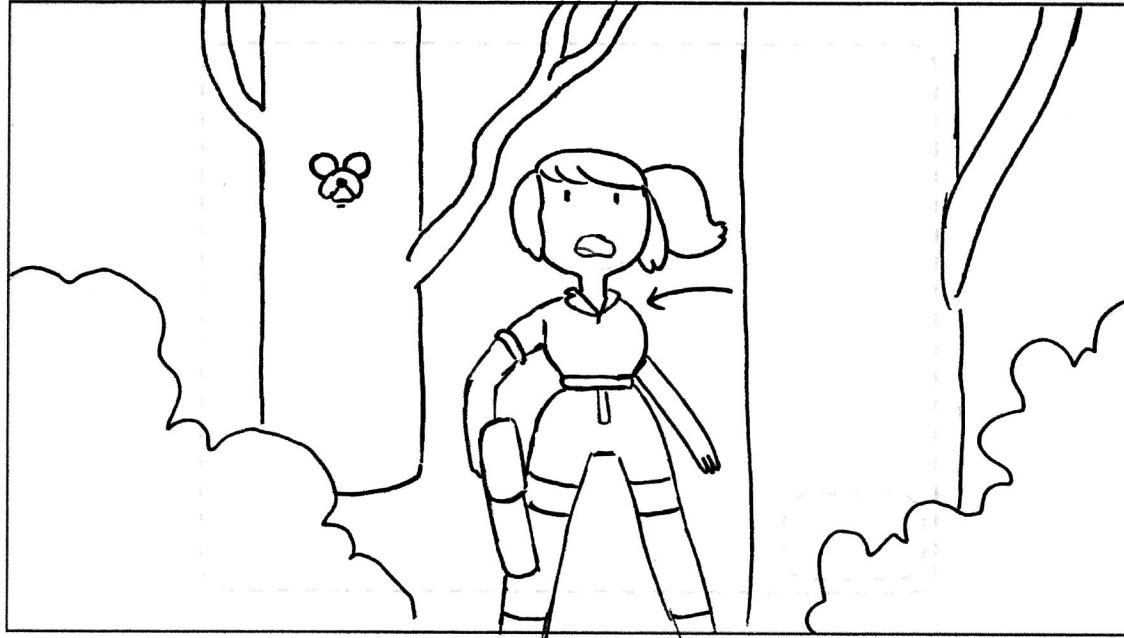
Page 136

Sc. 105

Pnl. A

Bg.

day night

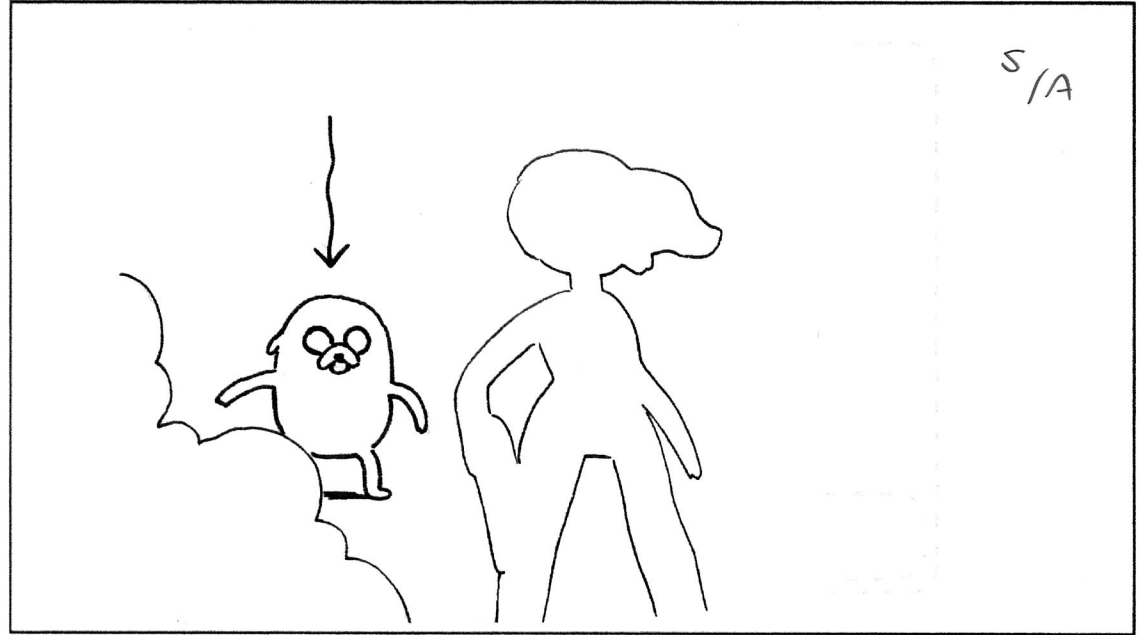


Sc. 105

Pnl. B

Bg.

day night

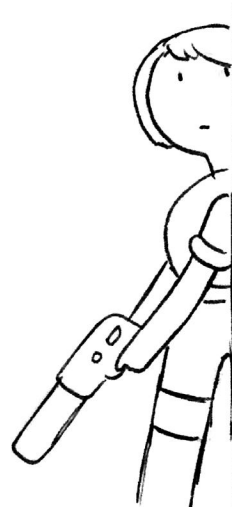


Dialog:

PB + JAKE * GASP! *

Action:

Timing:



S.P.
AI

- JAKE REVERTS TO REGULAR FORM

EPISODE #

1034-216

Production :

ADVENTURE TIME



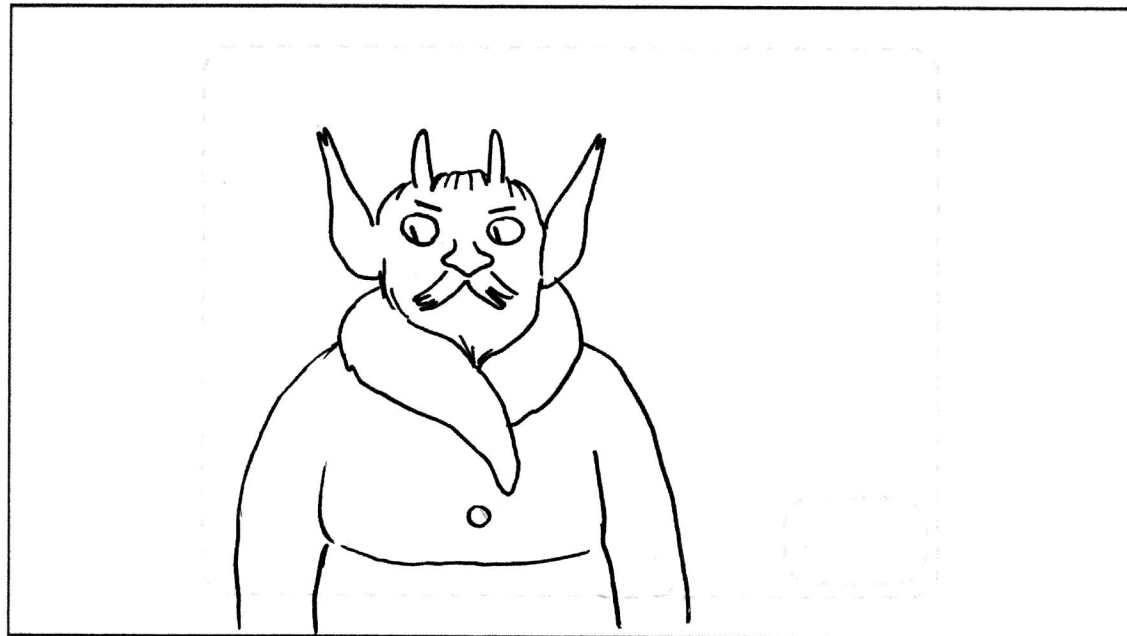
Page 137

Sc. 106

Pnl. A

Bg.

day night



Sc. 106

Pnl. B

Bg.

day night



Dialog:

Ⓕ I'M NOT SCARED OF YOU

Action:

-F. CIRCLES H.

Timing:

Production :

EPISODE #

1034-216

ADVENTURE TIME



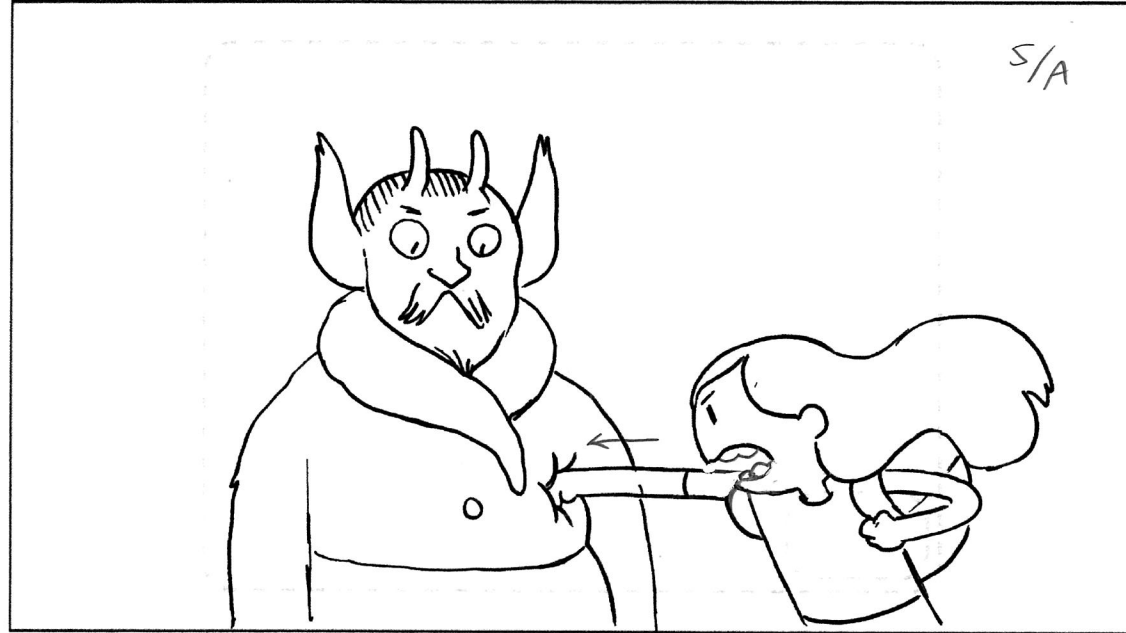
Page 138

Sc. 106

Pnl. C

Bg.

day night



Sc. 106

Pnl. D

Bg.

day night



Dialog:

ⓕ WHAT ARE YOU GONNA TURN INTO NEXT?
A PUPPY?

SFX * WHAP *

ⓕ A BABY GOOSE?

SFX: * WHAP *

Action:

Timing:



EPISODE #

1034-216

Production :

ADVENTURE TIME



Sc. 106

Pnl. E

Bg.

day night

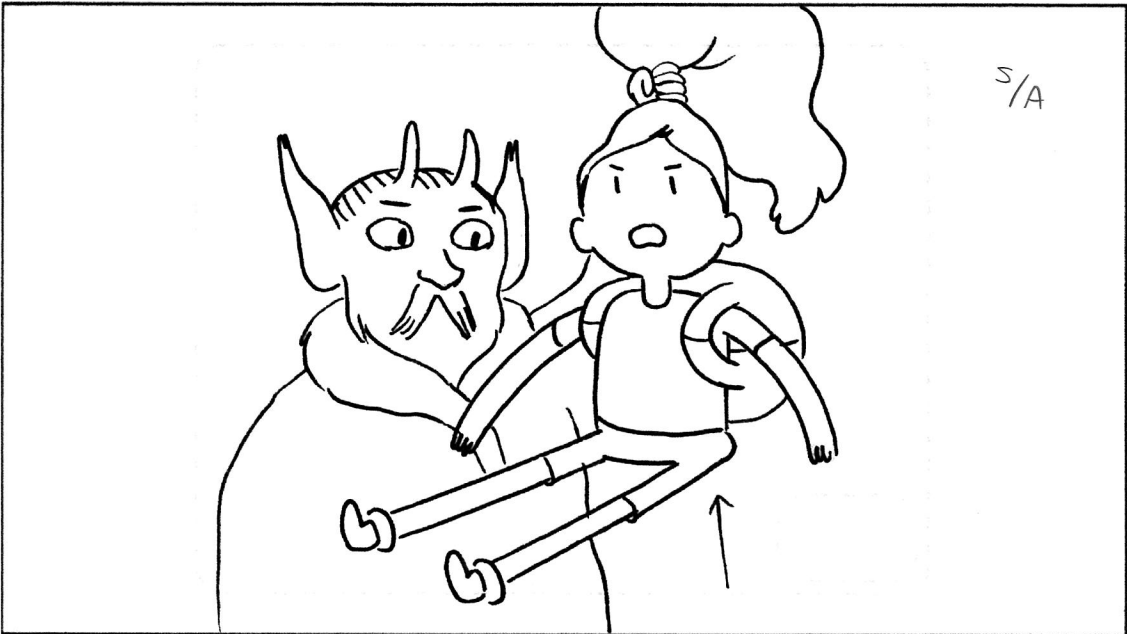


Sc. 106

Pnl. F

Bg.

day night



Dialog:

ⓕ A BIG.. BUTT...

Action:

-H. GRABS FINN BY THE HAIR

Timing:



-H. HOISTS FINN INTO THE AIR.

EPISODE # 1034-216

Production :

ADVENTURE TIME



Page 140

Sc. 106

Pnl. G

Bg.

day night

Sc. 106

Pnl. H

Bg.

day night



Dialog:

Ⓕ (MOCKING VOICE) I'M A Ⓔ * FART * VAMPIRE * FART *

Ⓕ [SNIFFING]

Action: (*FART*/RASPBERRY SOUND)

- H. SMELLS FINN'S NECK.

- EYES SHIFTING

Timing:



1034-216

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 141

Sc. 106

Pnl. I

Bg.

day night



Sc. 106

Pnl. J

Bg.

day night



Dialog:

Ⓕ Look AT my *FART FART *
BIG DUMB *FART* TERRIFYING TEETH

Ⓜ [O/S] HIEROPHANT!

Action:

-H. BARES FANGS

- H. LOOKS UP.

Timing:

EPISODE #

1034-216

Production :

ADVENTURE TIME



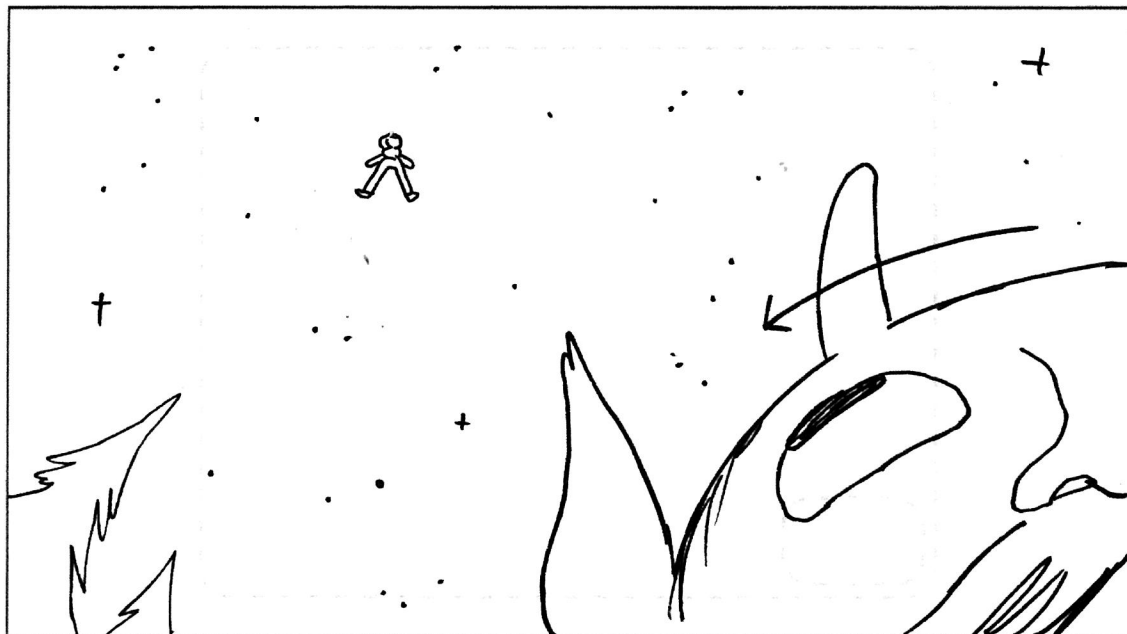
Page 142

Sc. 107

Pnl. A

Bg.

day night



Sc. 108

Pnl. A

Bg.

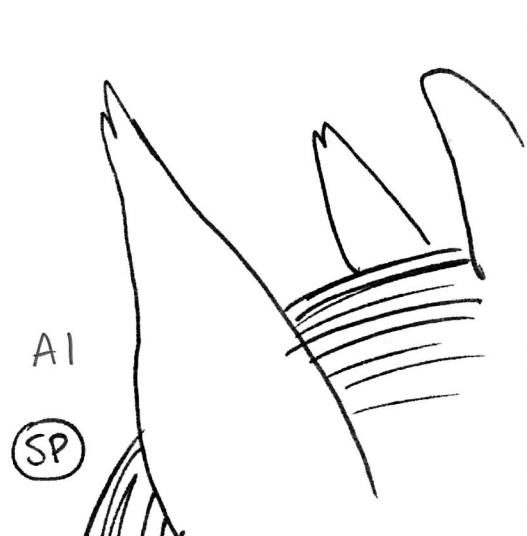
day night



Dialog:

Action: - MARCELINE FLOATS
HIGH ABOVE,

Timing:



ⓕ *FART*

Production :

EPISODE #

1034-216

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 108

Pnl. B

Bg.

day night

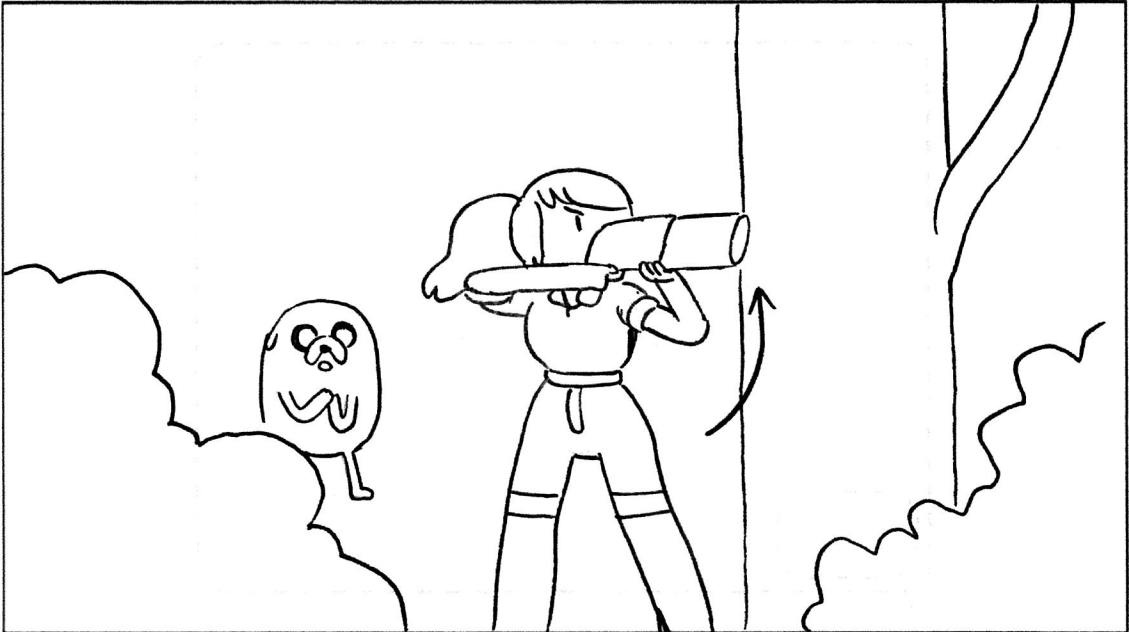


Sc. 109

Pnl. A

Bg.

day night



Dialog:	
J GREEN LIGHT	
Action:	-H. TOSSES FINN OFF/S. -PB LEVELS VARMINT GUN.
Timing:	



EPISODE # 1034-216
Production :

ADVENTURE TIME



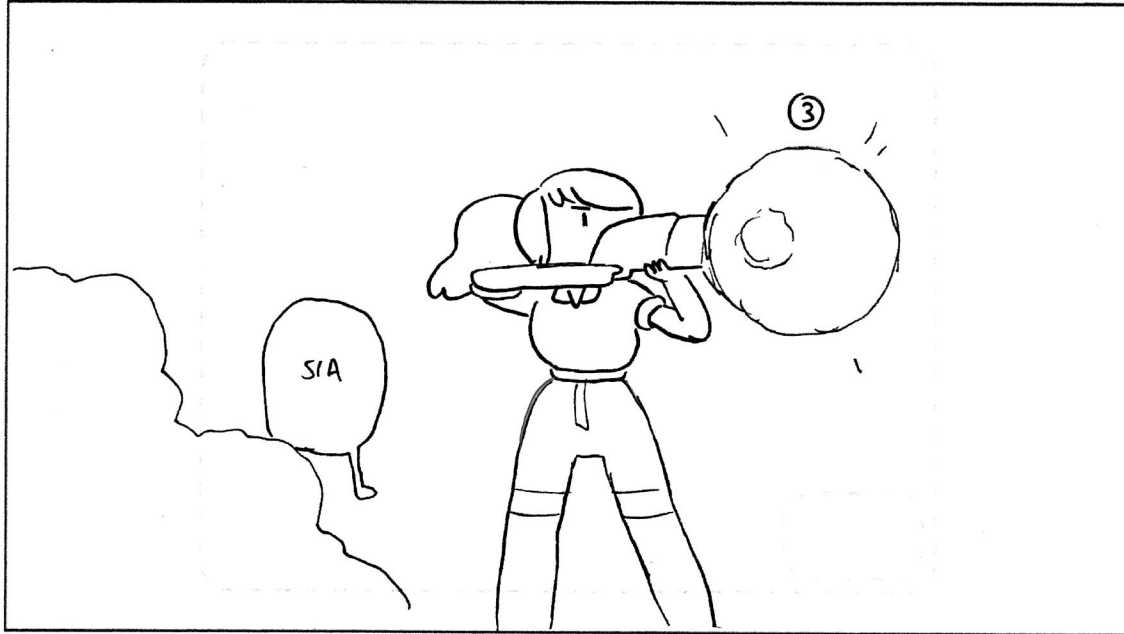
Page 144

Sc. 109

Pnl. B

Bg.

day night



Sc. 110

Pnl. A

Bg.

day night



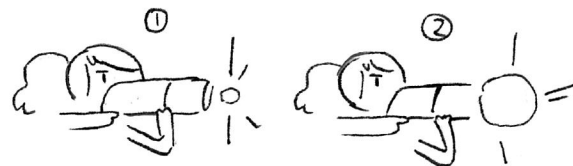
Dialog:

(SFX) *CHARGING UP*

Action:

-PB CHARGES UP VARMINT GUN

Timing:



1034-216

EPISODE #

Production :

ADVENTURE TIME



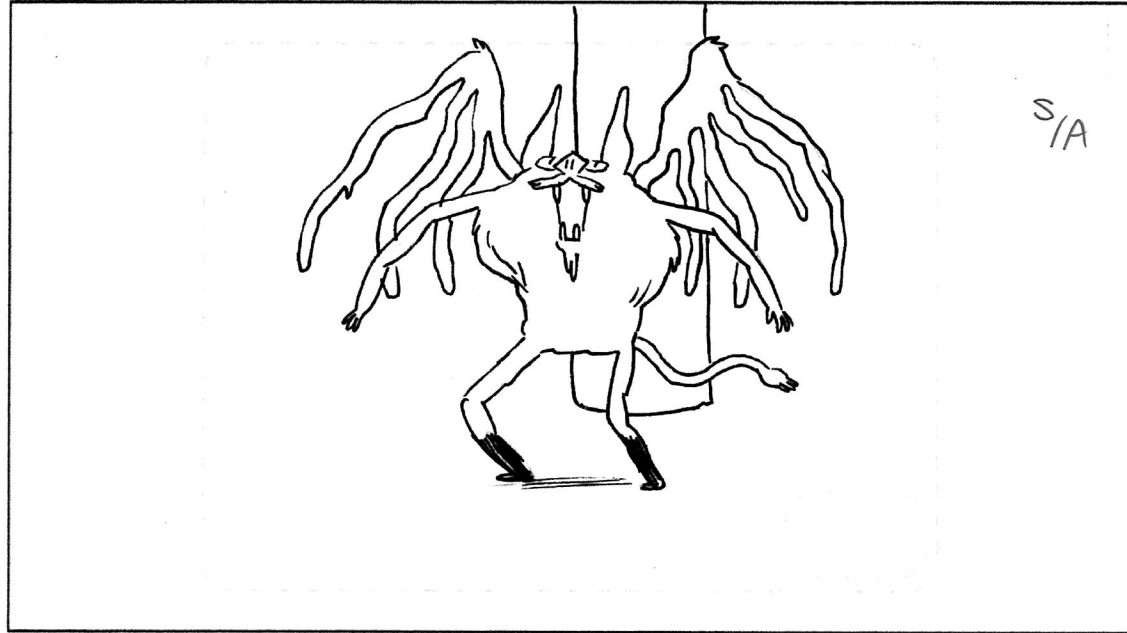
Page 145

Sc. 110

Pnl. B

Bg.

day night

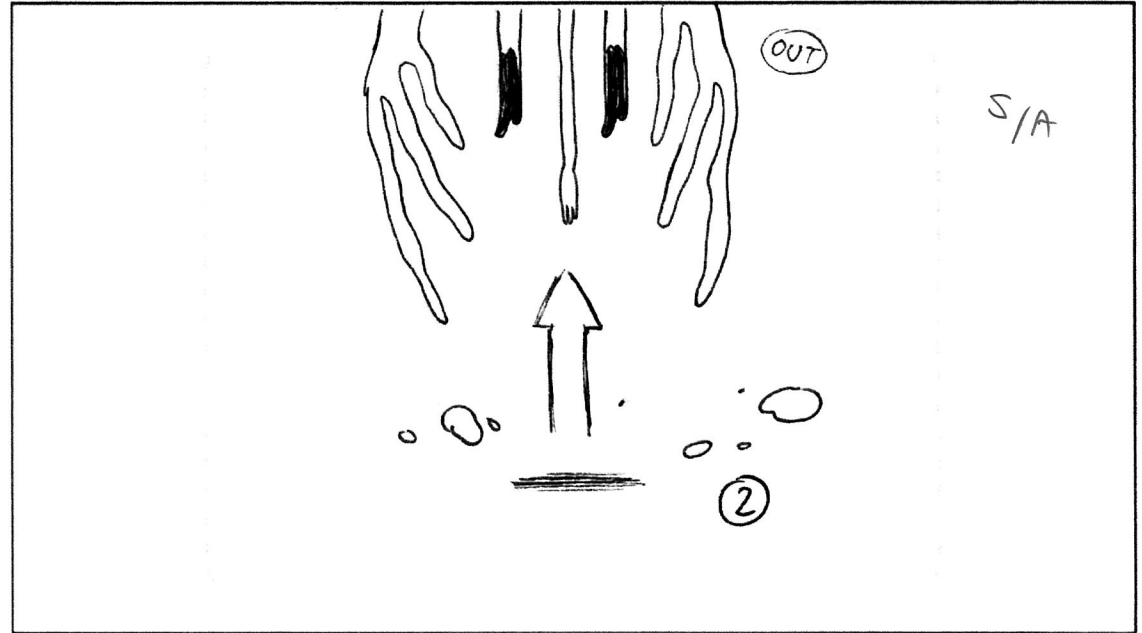


Sc. 110

Pnl. C

Bg.

day night



Dialog:

H: [BAT SQUEAK]

SFX: FWOOSH

Action: TURNS INTO BAT

- H. ANTICS
AND FLIES OFF/S.

Timing:



EPISODE # 1034-216

Production :

ADVENTURE TIME



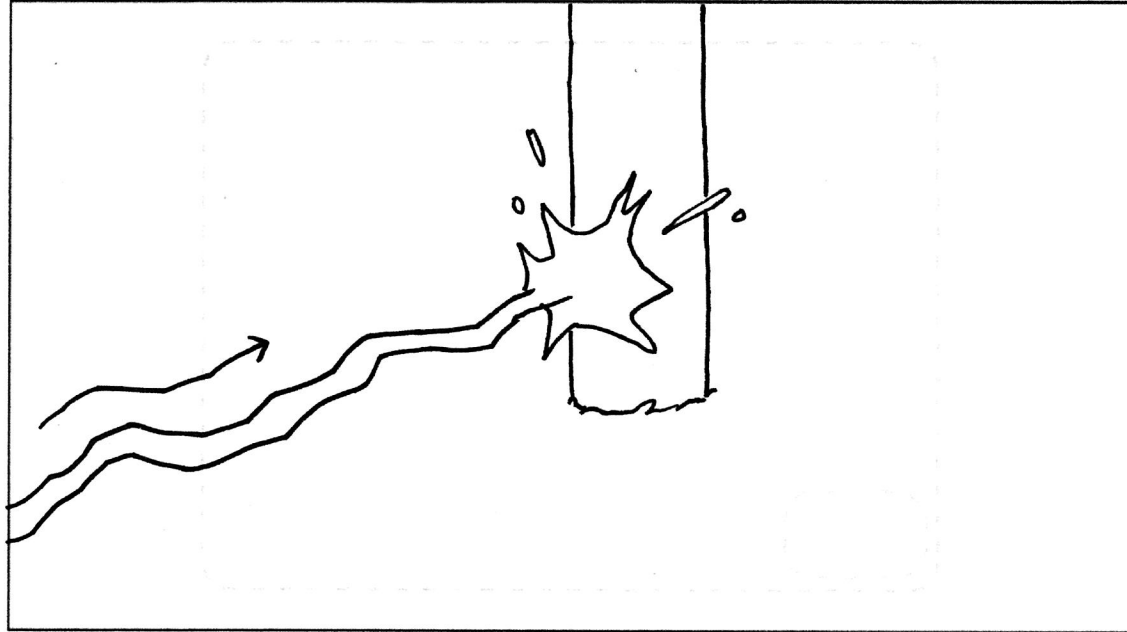
Page 146

Sc. 110

Pnl. D

Bg.

day night

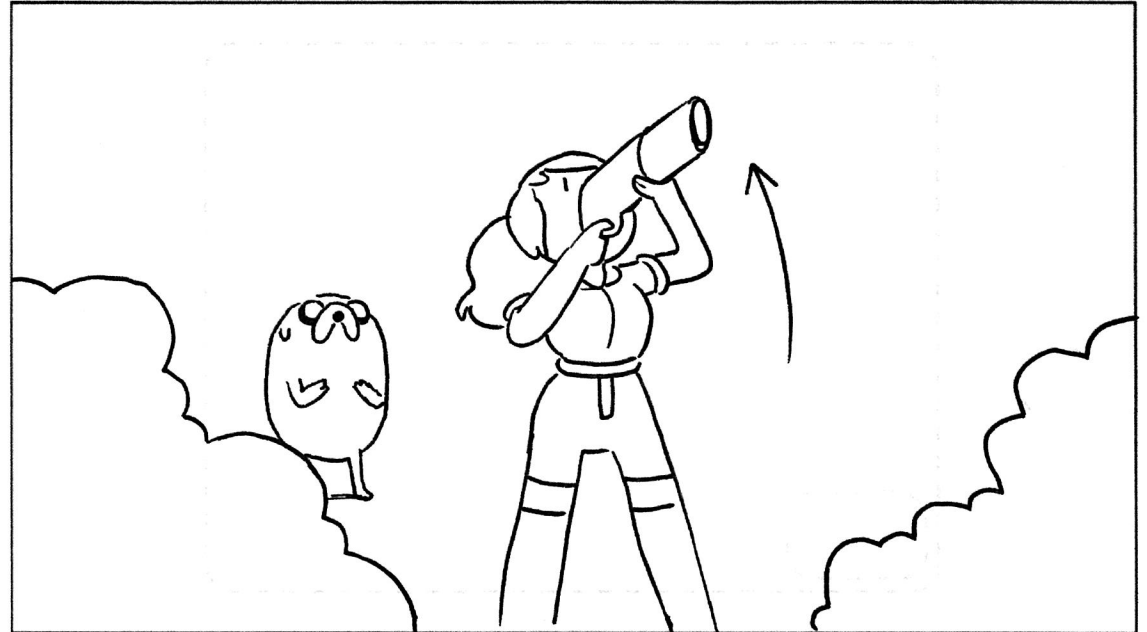


Sc. 111

Pnl. A

Bg.

day night



Dialog:

SFX: *CHYUU*

(SFX) *GUN CLICKING, NOT FIRING*

Action:

PB'S GUN JUST MISSES

-PB RAISES V. GUN.

Timing:



Production :

EPISODE #

1034-216

ADVENTURE TIME



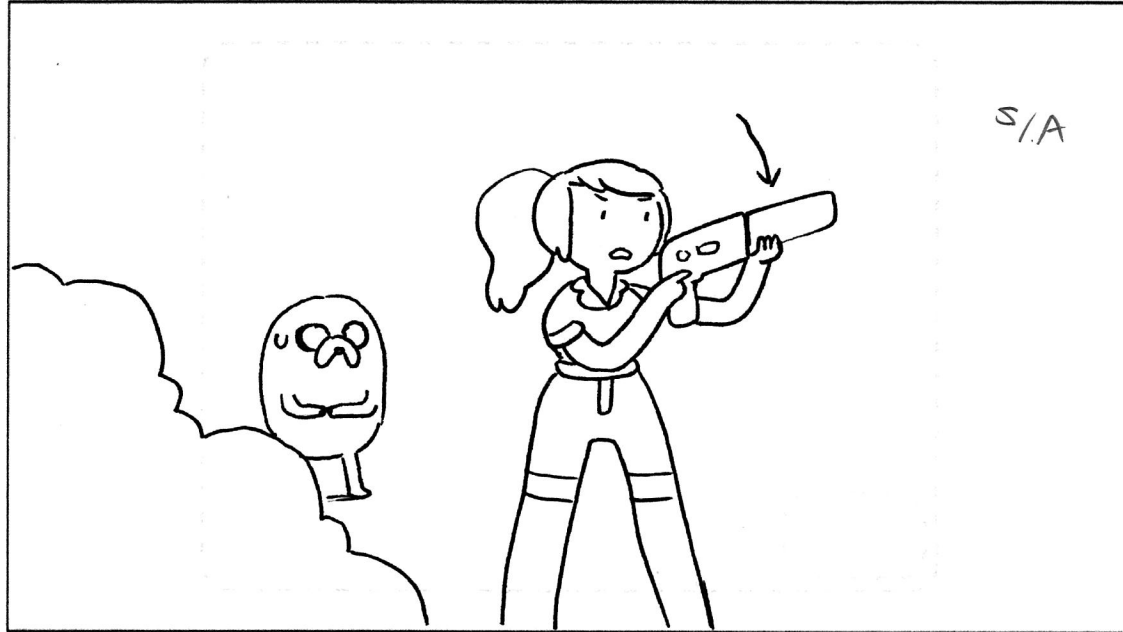
Page 147

Sc. 111

Pnl. B

Bg.

day night



Sc. 112

Pnl. A

Bg.

day night



Dialog:

(PB) BAH! NEED TO RECHARGE

(H) COLD UP HERE...

Action:

-H FLIES ON/S.

Timing:

EPISODE # 1034-216

Production :

ADVENTURE TIME



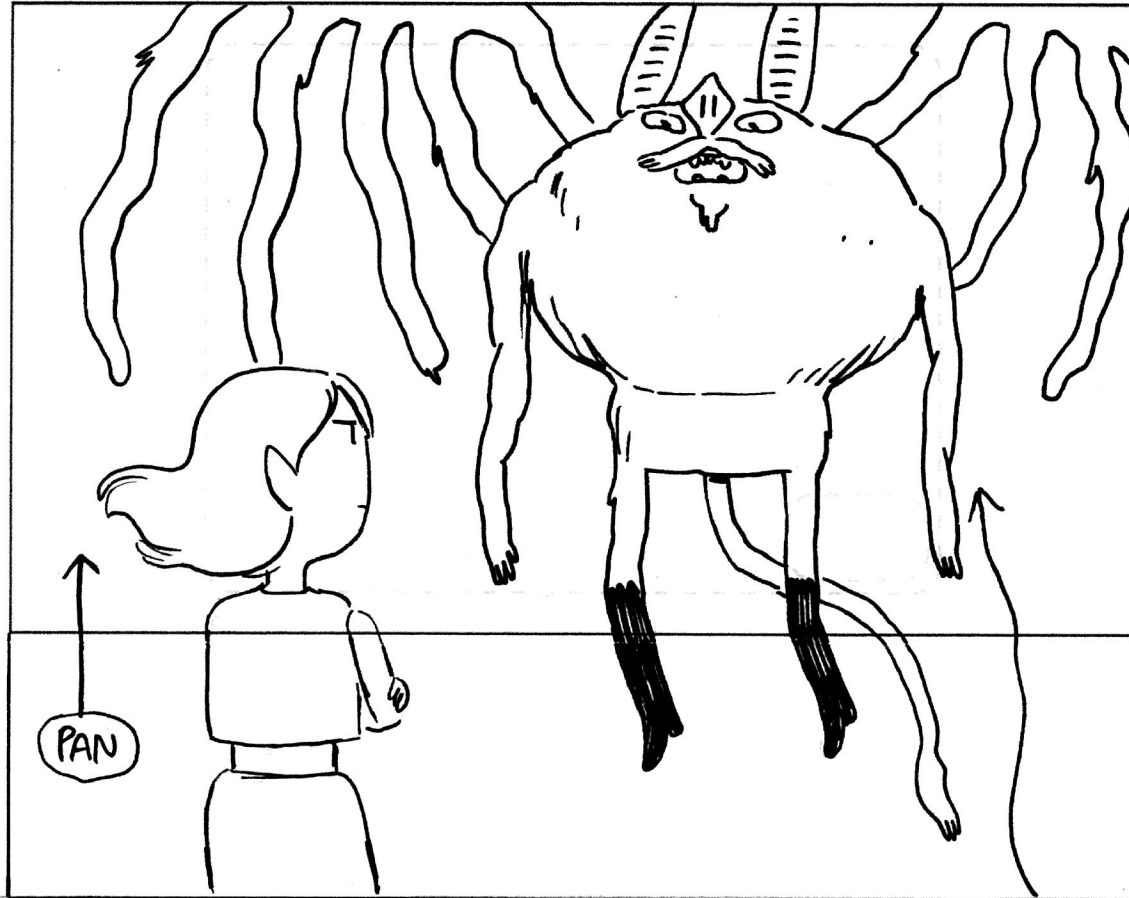
Page 148

Sc. 112

Pnl. B

Bg.

day night



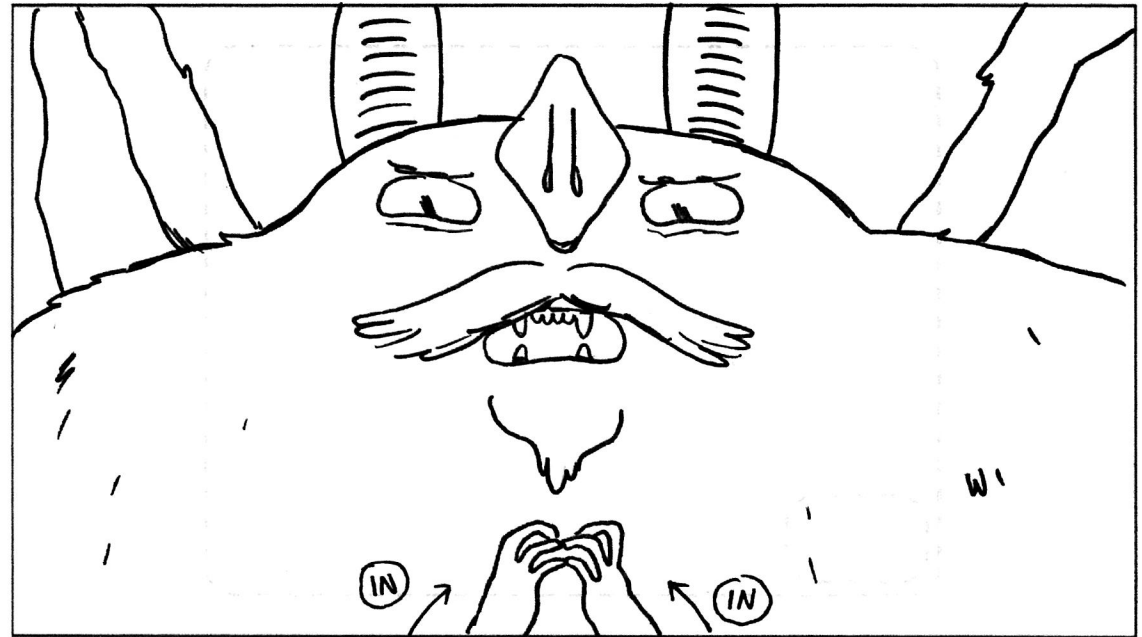
④ DON'T PEOPLE WEAR COATS ANYMORE?

Sc. 113

Pnl. A

Bg.

day night



④ FORGET ABOUT IT. LISTEN UP, DUM-DUM.
I'VE GOT A PROPOS-

- H. FLIES UPWARD, M'S
EYES TRACK HIM
- PAN W/ HIEROPHANT

1034-216

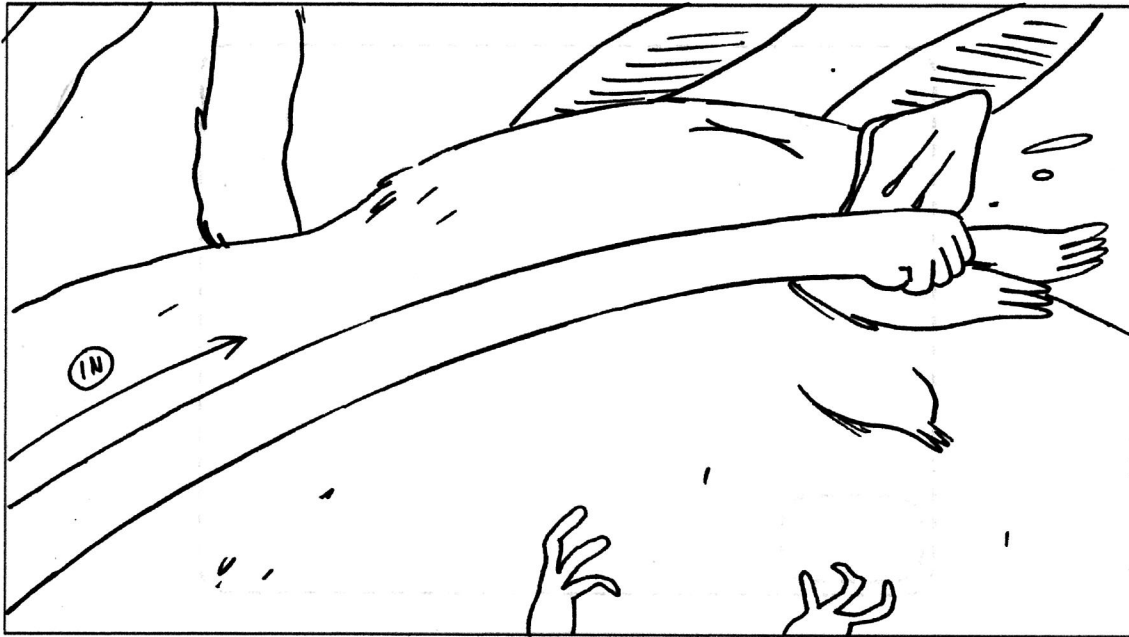
EPISODE #

Production :

ADVENTURE TIME



Sc. 113 Pnl. B Bg. day night



Sc. 113 Pnl. C Bg. day night



Dialog:
① UUF! SFX. *WHAM!*
Action:
MARCEUNE PUNCHES H IN THE FACE
Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 114

Pnl. A

Bg.

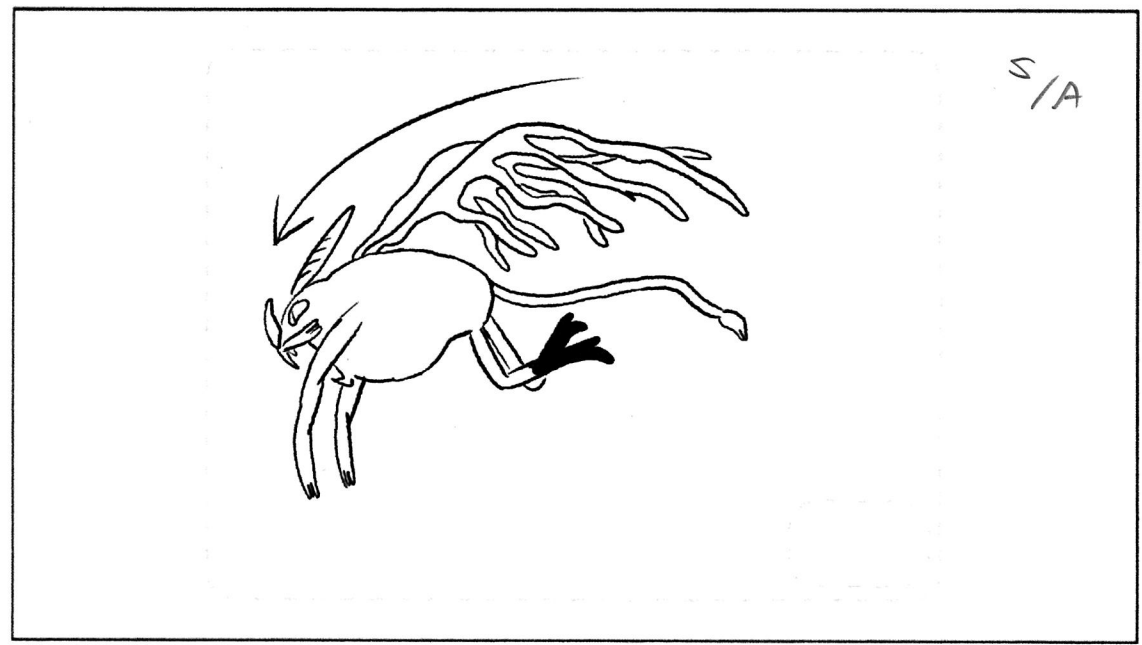
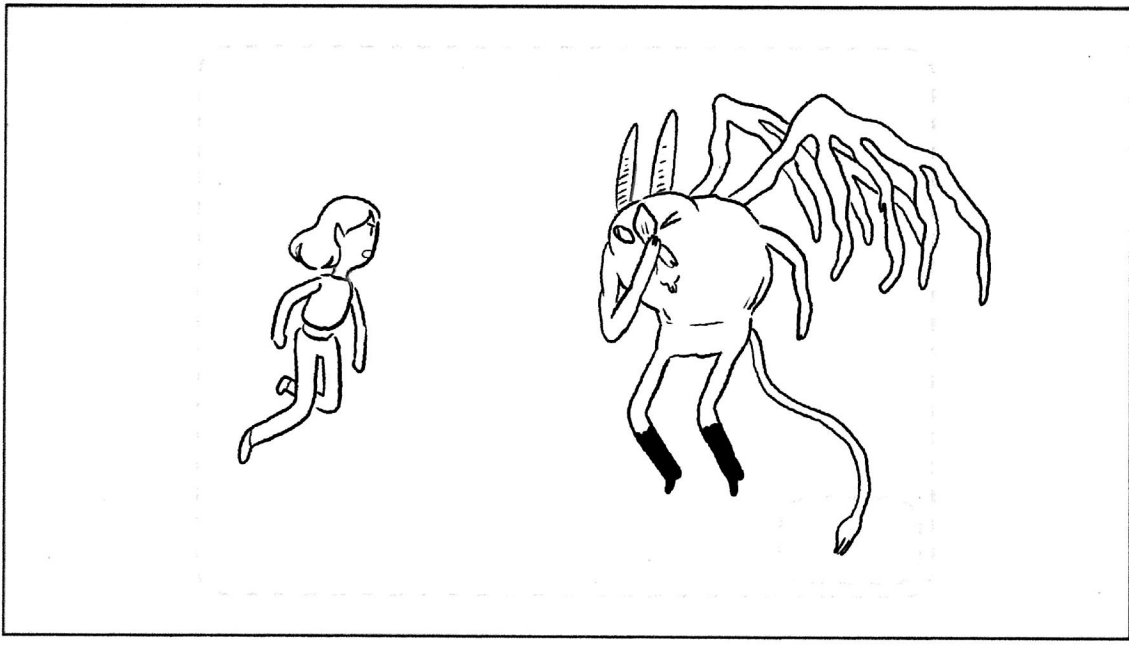
day night

Sc. 114

Pnl. B

Bg.

day night



Dialog: (H) * PAINED GROWL * (M) GONNA MAKE ME PAY FOR THAT?		(H) * SCREECH * (M) OH/HH SURPRISE	
Action: - MICROPHANT RUBS HIS NOSE.		- H. LUNGES FOR M. - MARCELINE TURNS INVISIBLE.	
Timing:			



1034-216

EPISODE #

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 114

Pnl. C

Bg.

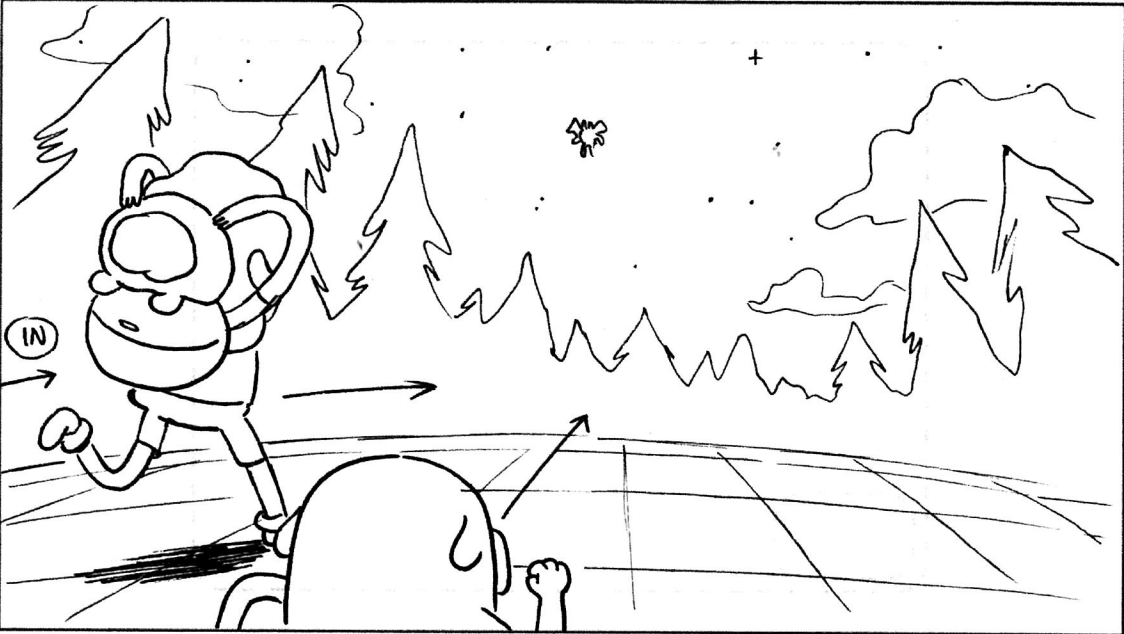
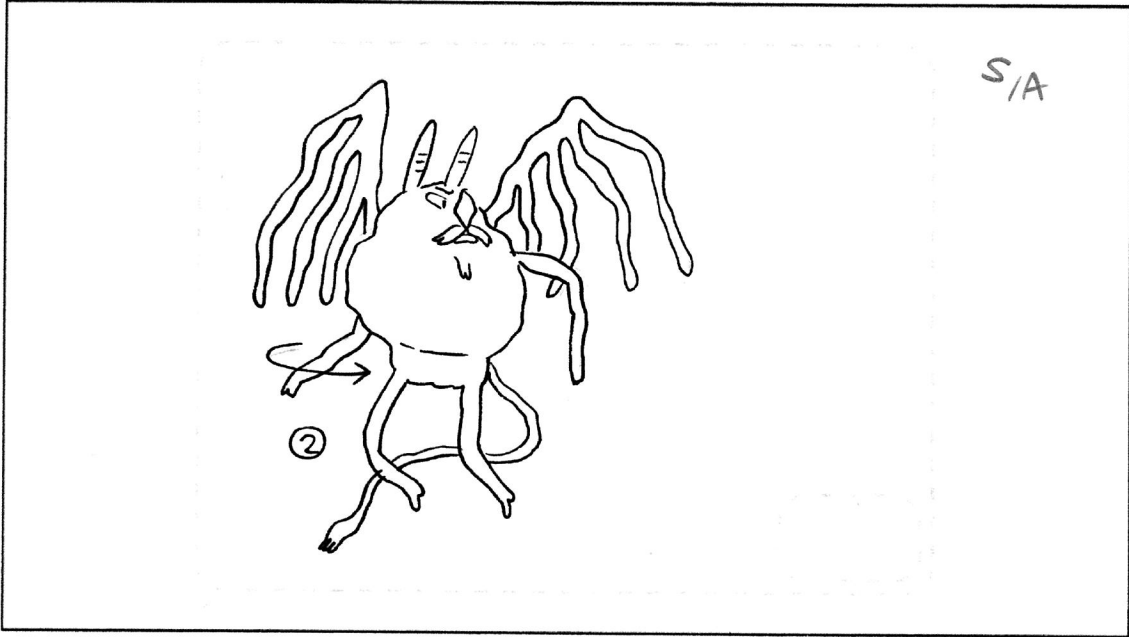
day night

Sc. 115

Pnl. A

Bg.

day night



Dialog:

M: OHHHH SURPRISE.

(H) [IN DISTANCE] MARCELINE!

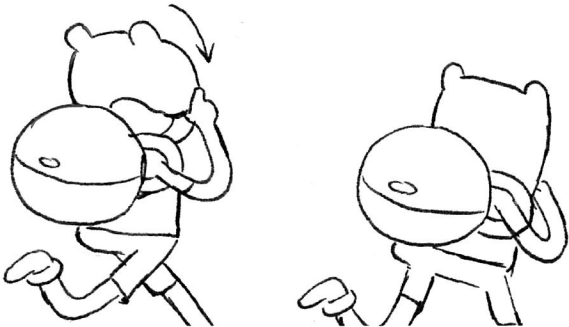
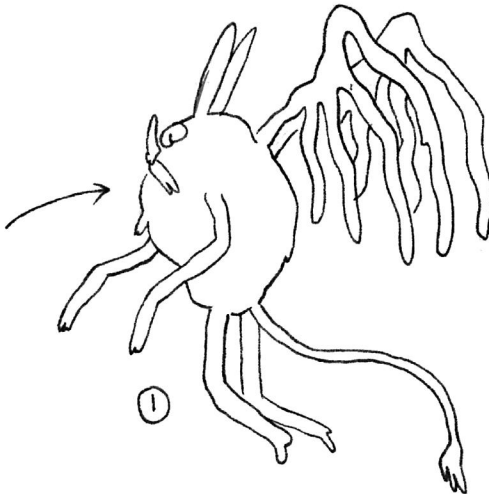
Action:

- H. LOOKS AROUND

- F, J RUN ON/S.

- FINN PULLING HAT ON

Timing:



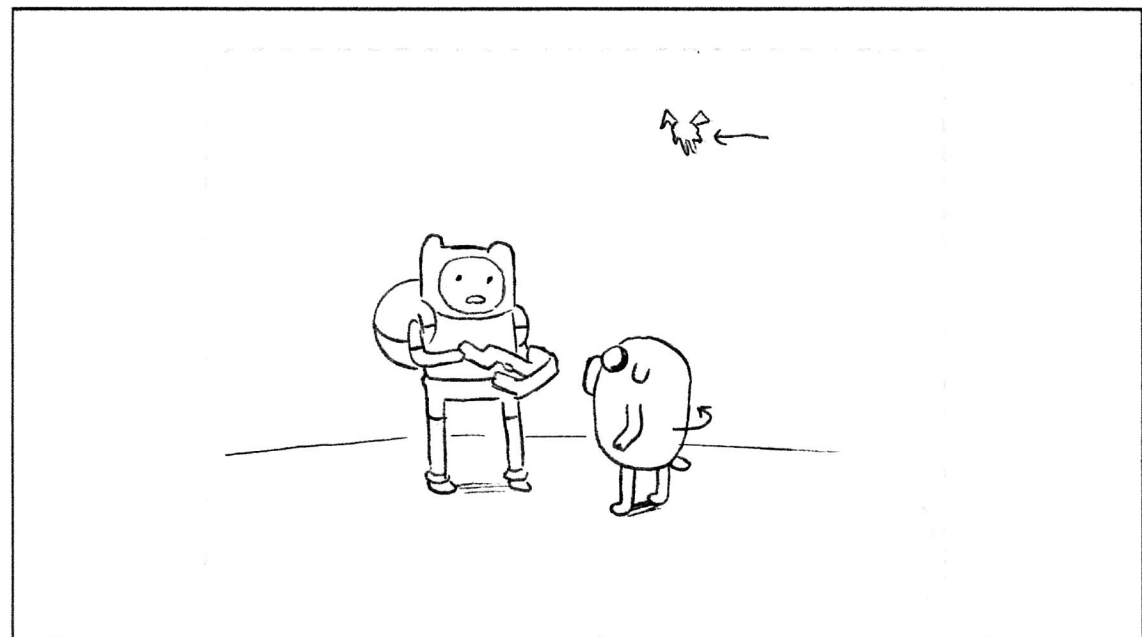
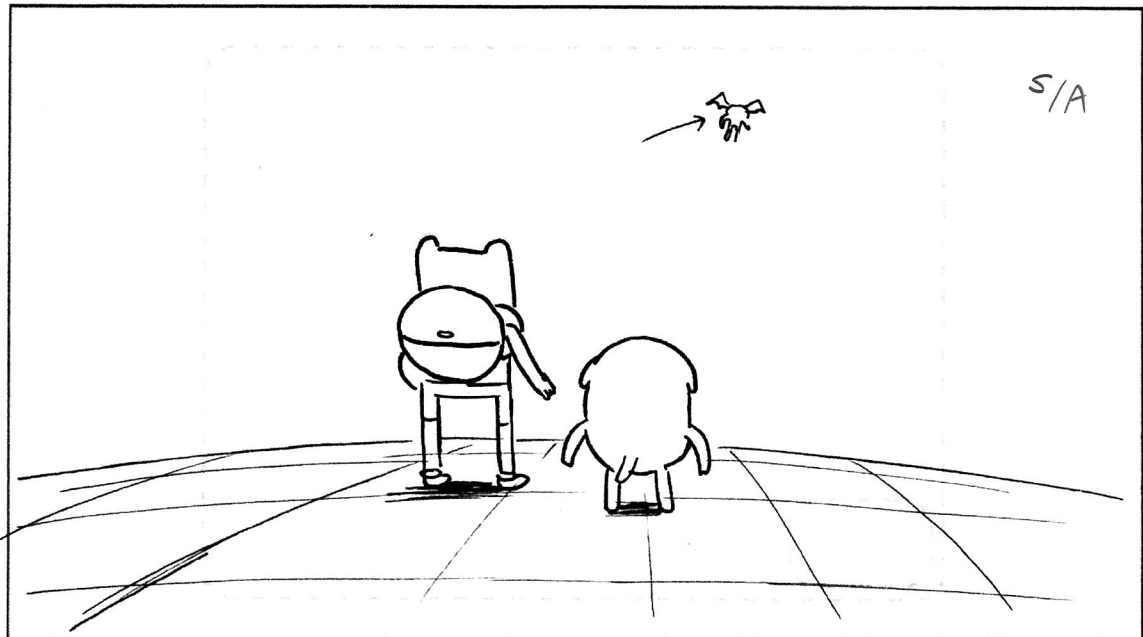
EPISODE # 1034-216
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 115 Pnl. B Bg. day night Sc. 115 Pnl. C Bg. day night



Dialog:	
(H) (DISTANT) MARCELINE!	(F) JAKE, GATHER UP ALL THE STAKES YOU CAN FIND
Action:	- H. FLIES AROUND LOOKING FOR MARCELINE.
	- FINN PULLS OUT CROSSBOW.
Timing:	



EPISODE # 1034-216
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



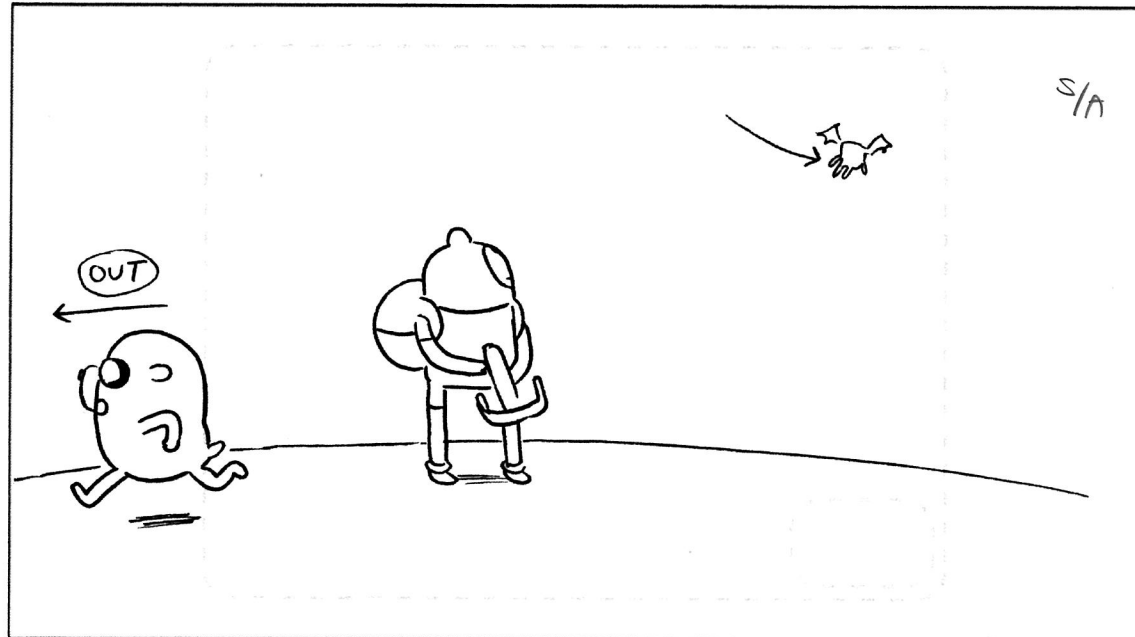
Page 153

Sc. 115

Pnl. D

Bg.

day night

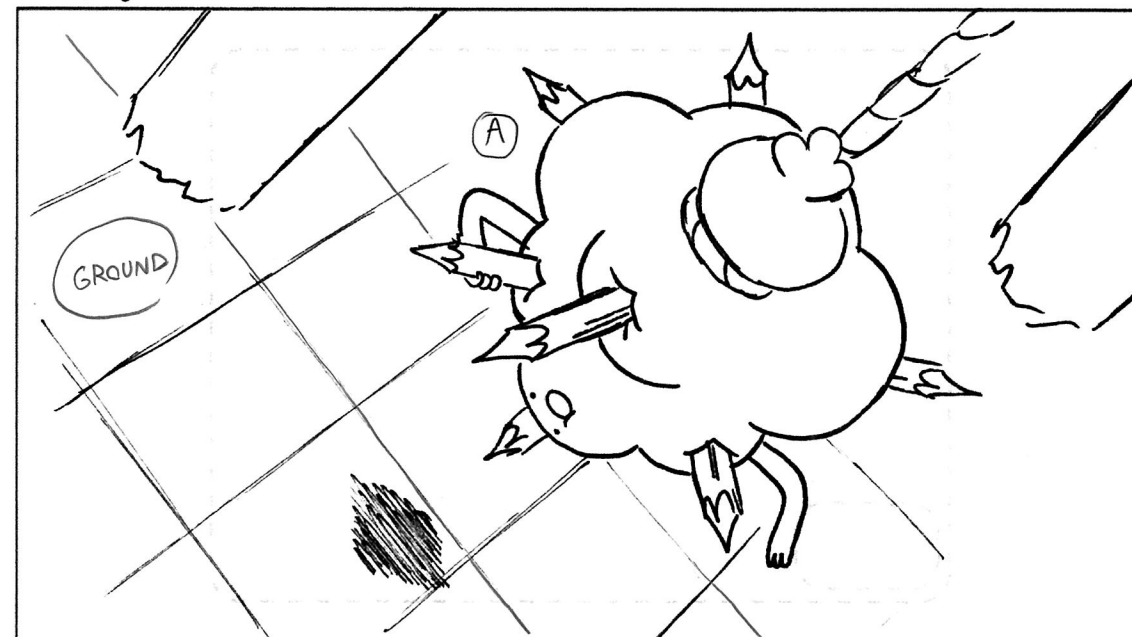


Sc. 116

Pnl. A

Bg.

day night



Dialog:

⑦ ON IT.

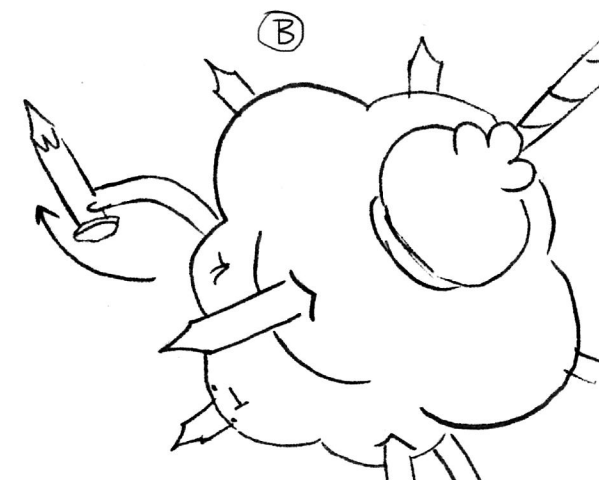
⑧ LSP HEY FINN!

Action:

- J. RUNS OFF/S.

- LSP PULLS OUT
STAKE.

Timing:



EPISODE #
1034-216

Production :

ADVENTURE TIME



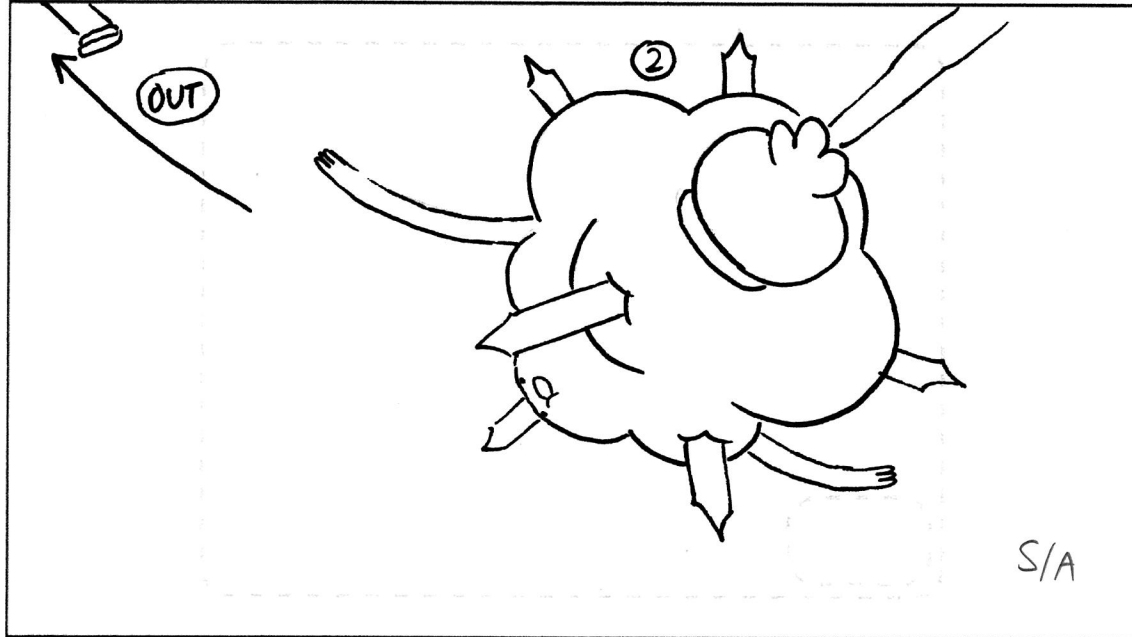
Page **154**

Sc. 116

Pnl. B

Bg.

day night

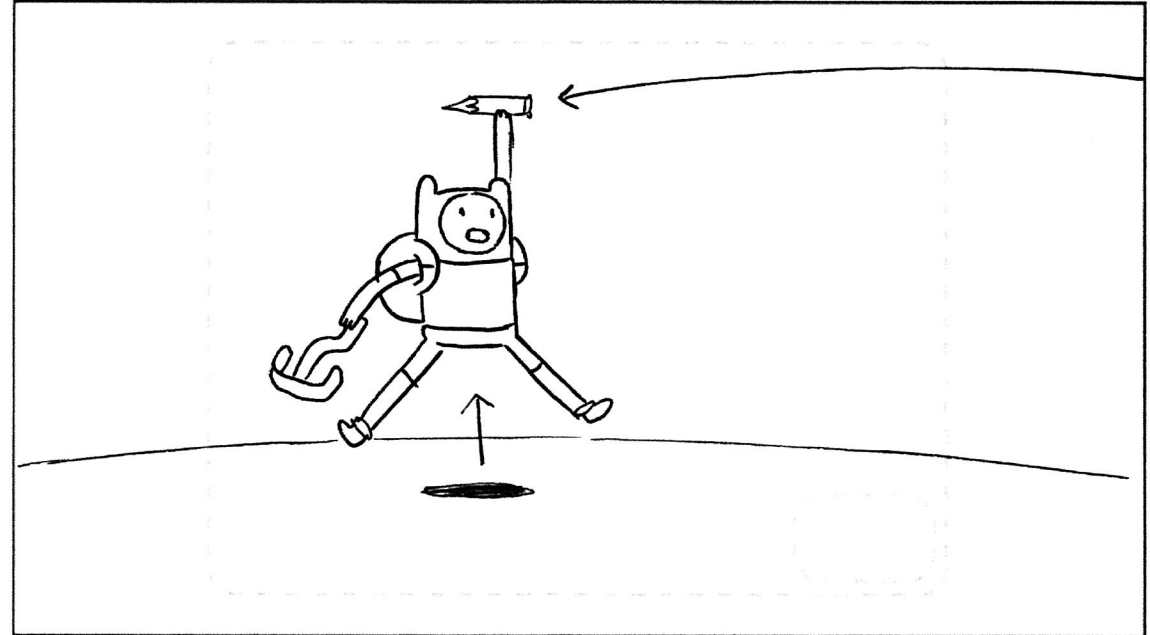


Sc. 117

Pnl. A

Bg.

day night

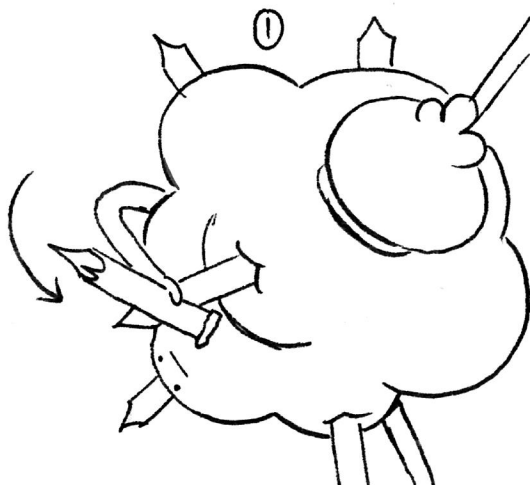


Dialog:

(LSP) CATCH!

(F) YES! LSP!

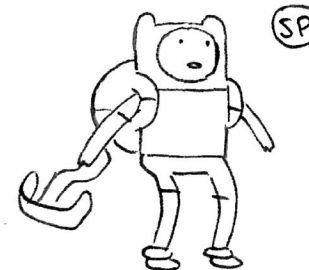
Action:



- LSP THROWS
STAKE OFF/S.

- F. CATCHES
STAKE

Timing:



EPISODE #
1034-216

Production :

ADVENTURE TIME



Page 155

Sc. 117

Pnl. B

Bg.

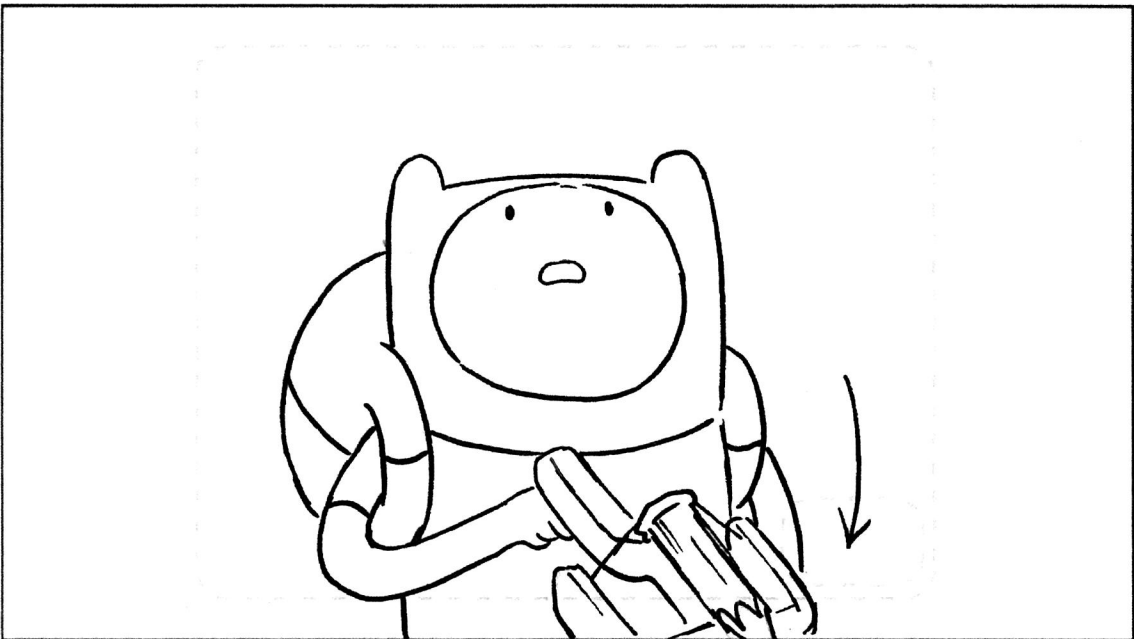
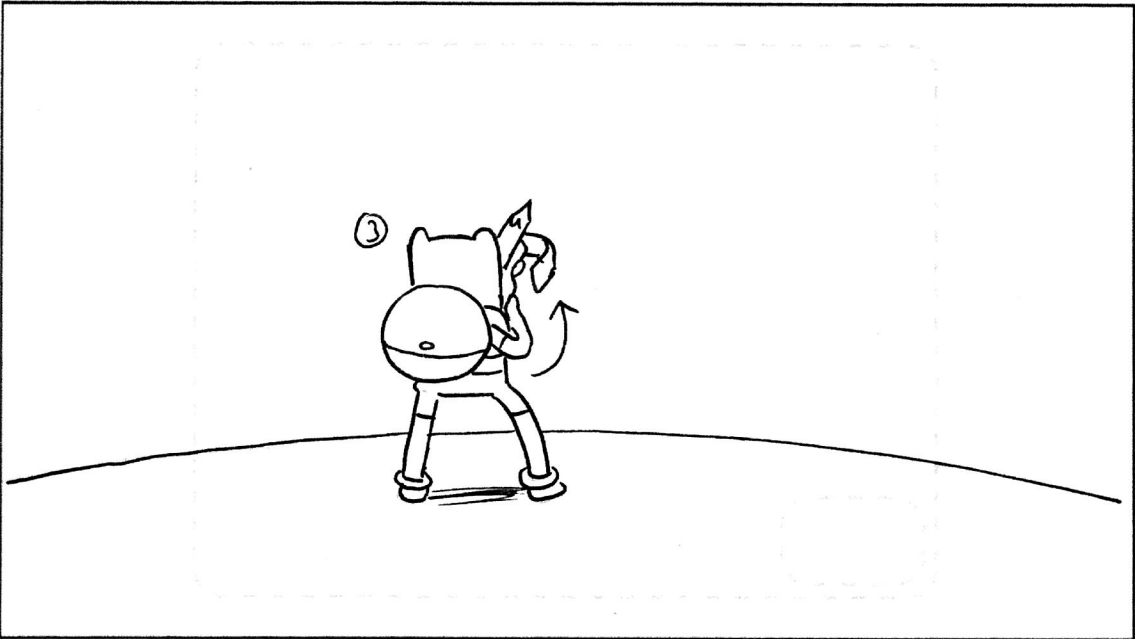
day night

Sc. 118

Pnl. A

Bg.

day night



Dialog:

Ⓕ TOOTS. WHERE'D HE GO?

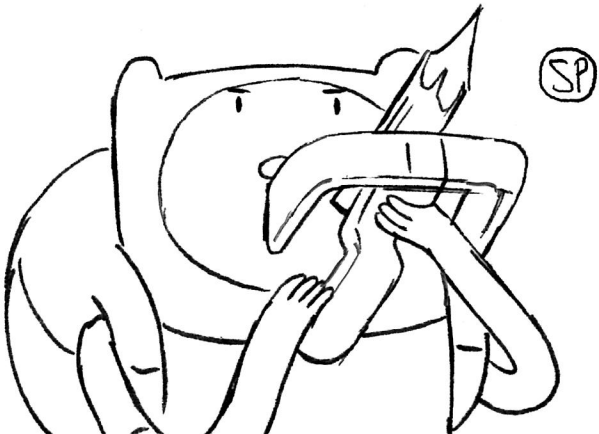
Action:

- F. LOADS
CROSSBOW
AND TURNS.

- FIN

Timing:

(SKY IS EMPTY)



Production :

EPISODE #

1034-216

ADVENTURE TIME



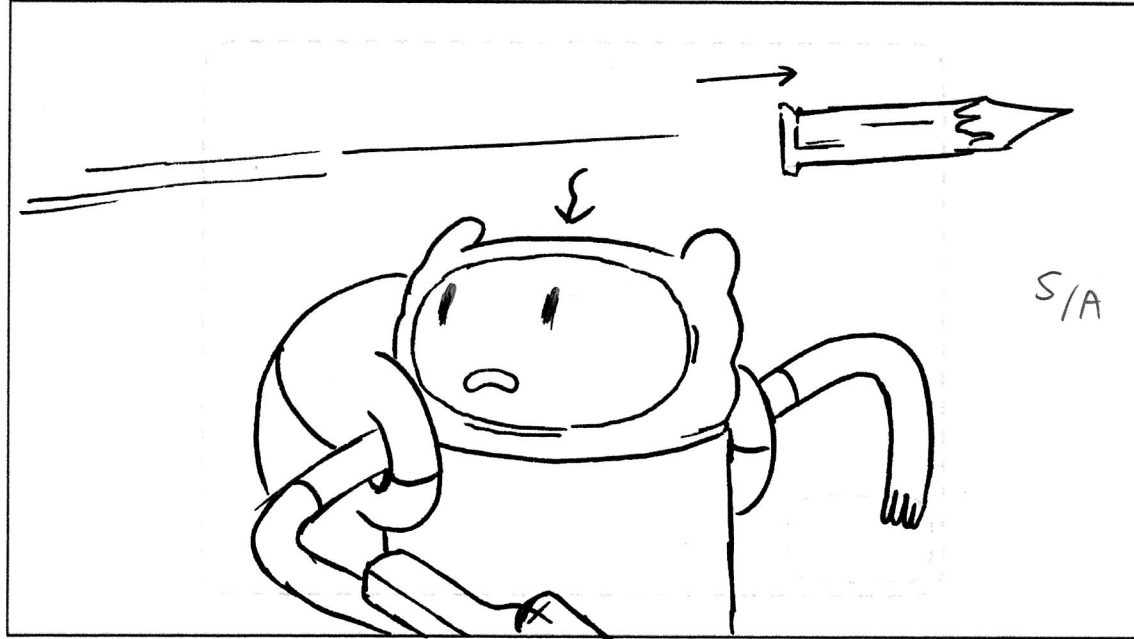
Page 156

Sc. 118

Pnl. B

Bg.

day night

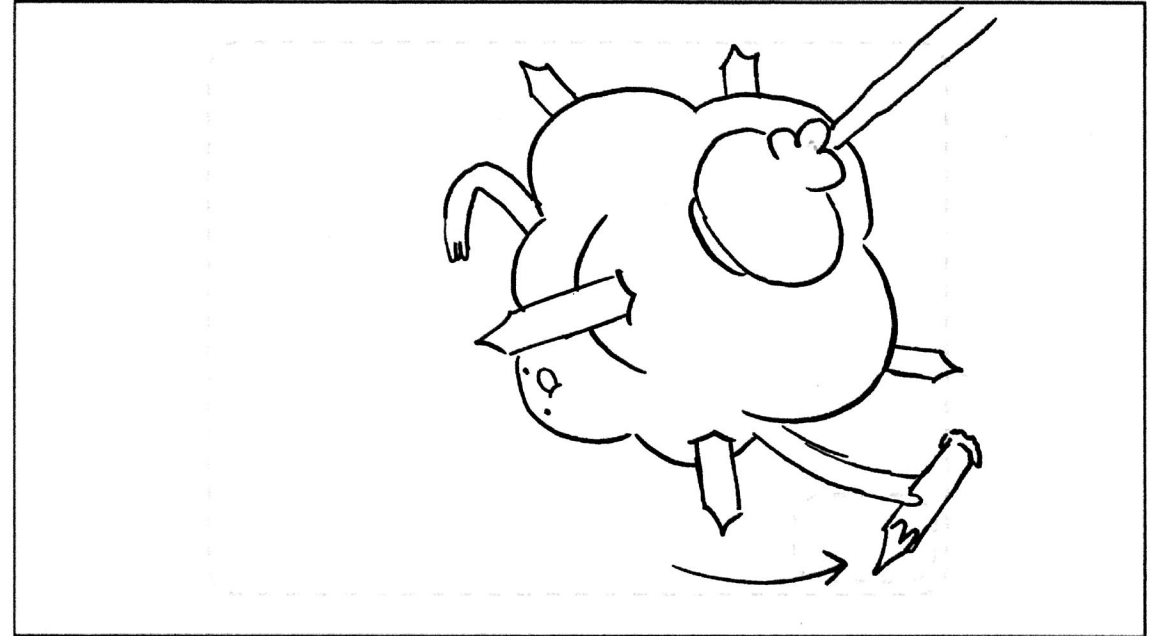


Sc. 119

Pnl. A

Bg.

day night



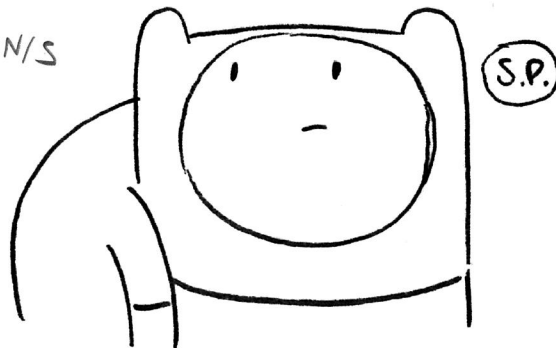
Dialog:

(LSP) [OIS] HEADS UP!

Action:

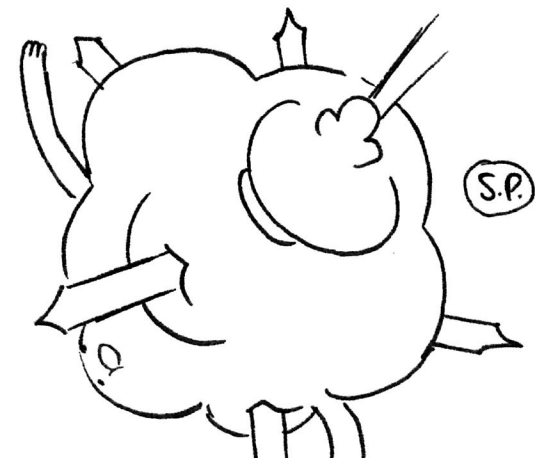
- STAKE FLIES AN/S
- F. DUCKS

Timing:



(LSP) TRY THIS!

- LSP COCKS ARM.



1034-216

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

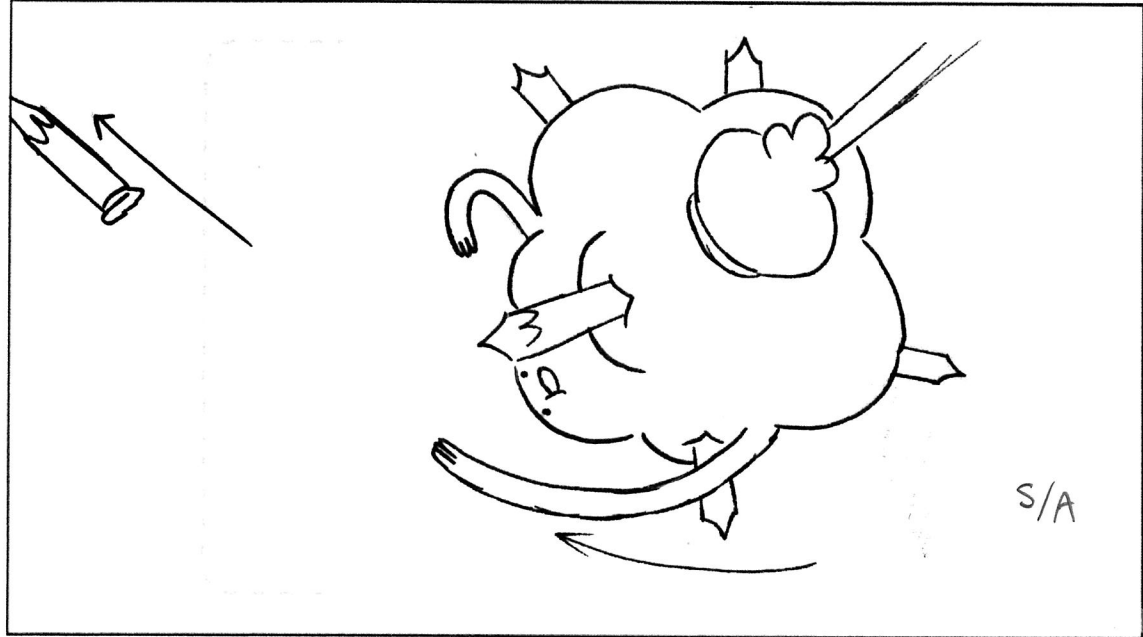


Sc. 119

Pnl. B

Bg.

day night

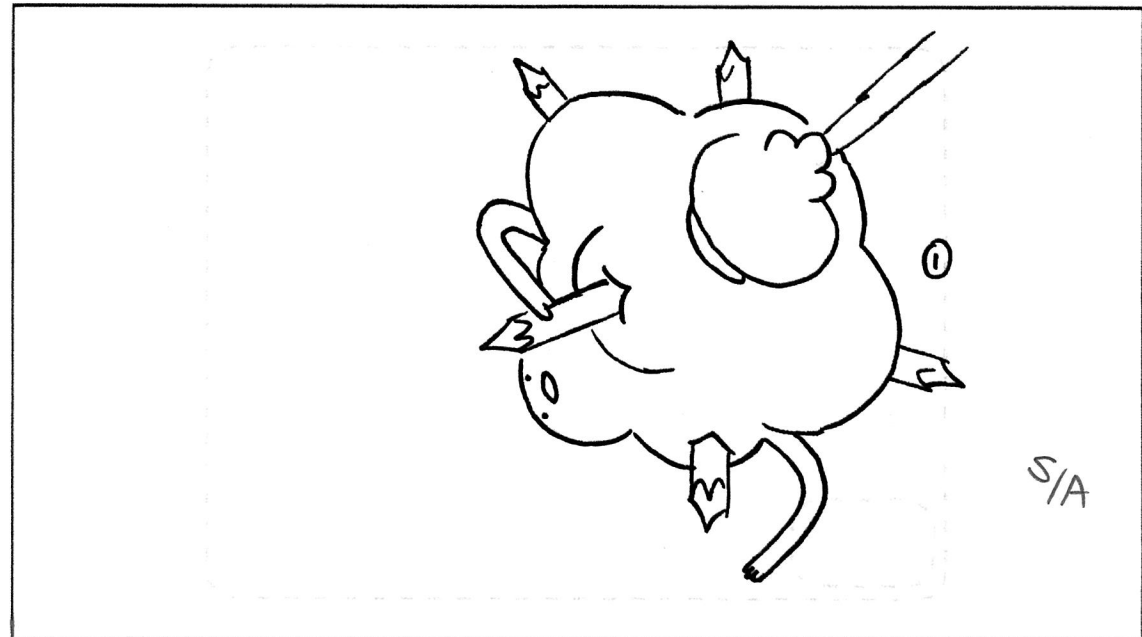


Sc. 119

Pnl. C

Bg.

day night



Dialog: LSP: [GRUNT]		
Action: -LSP THROWS STAKE OFF/S. -LSP PULLS OUT ANOTHER STAKE.		
Timing:		

EPISODE # 1034-216
Production :

ADVENTURE TIME



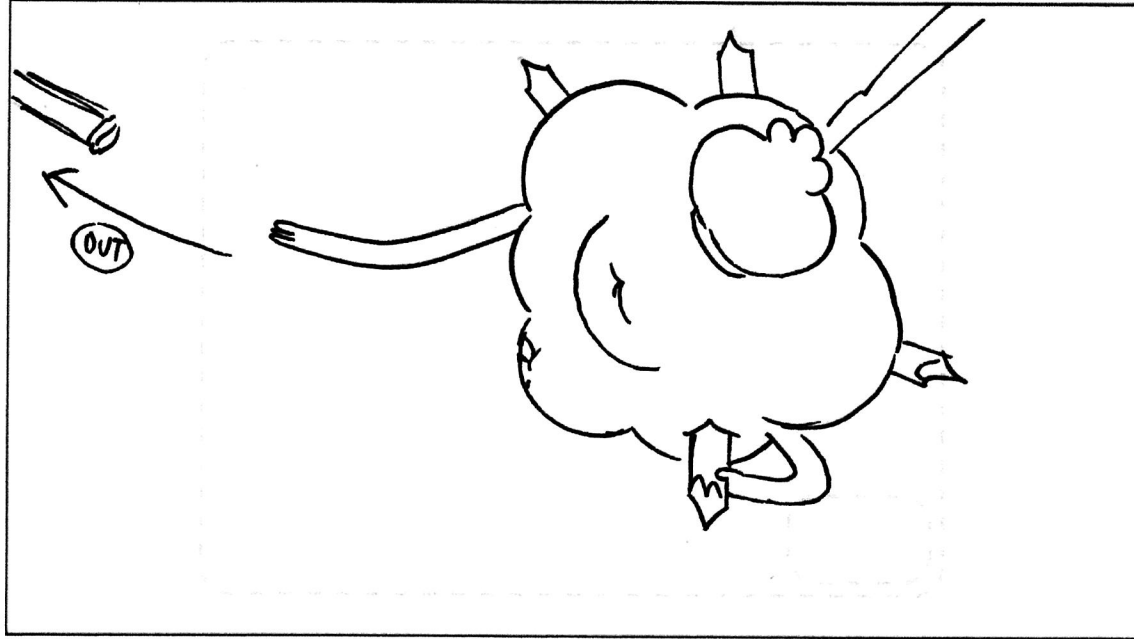
Page 158

Sc. 119

Pnl. D

Bg.

day night

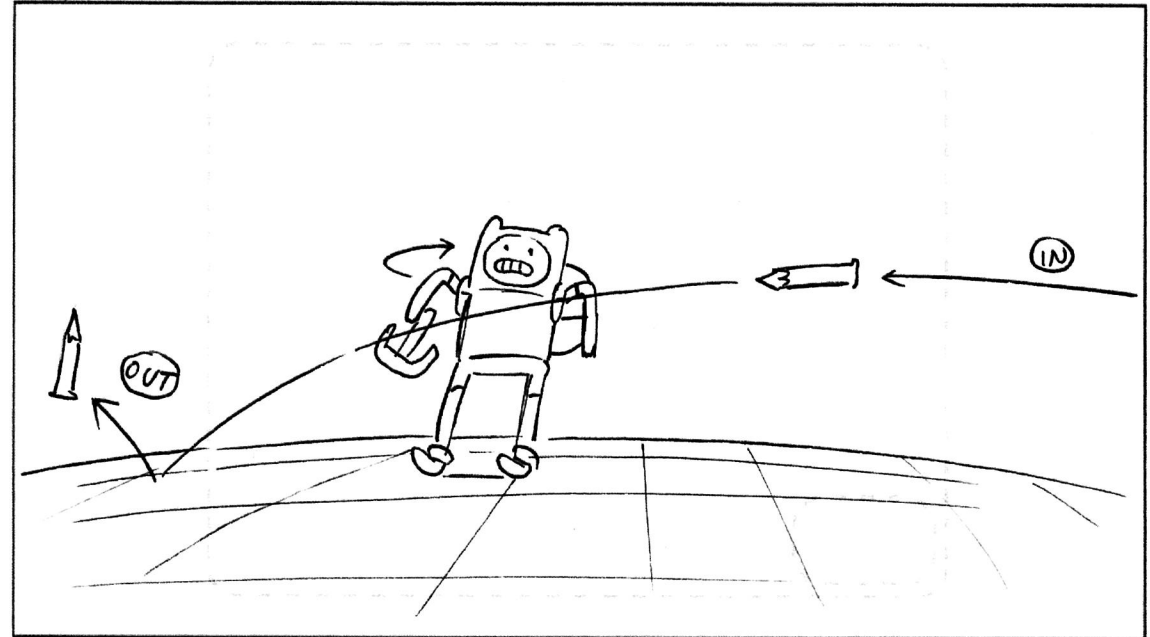


Sc. 120

Pnl. A

Bg.

day night



Dialog:

(LSP) THIS!

(LSP) [015] HOW ABOUT THIS?

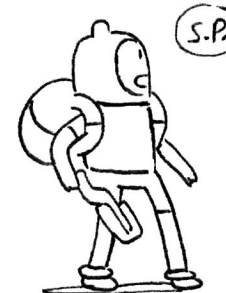
SFX: * CLNK *

Action:

- LSP THROWS STAKE OFF/S.

- F. DODGES STAKES

Timing:



1034-216

EPISODE #

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

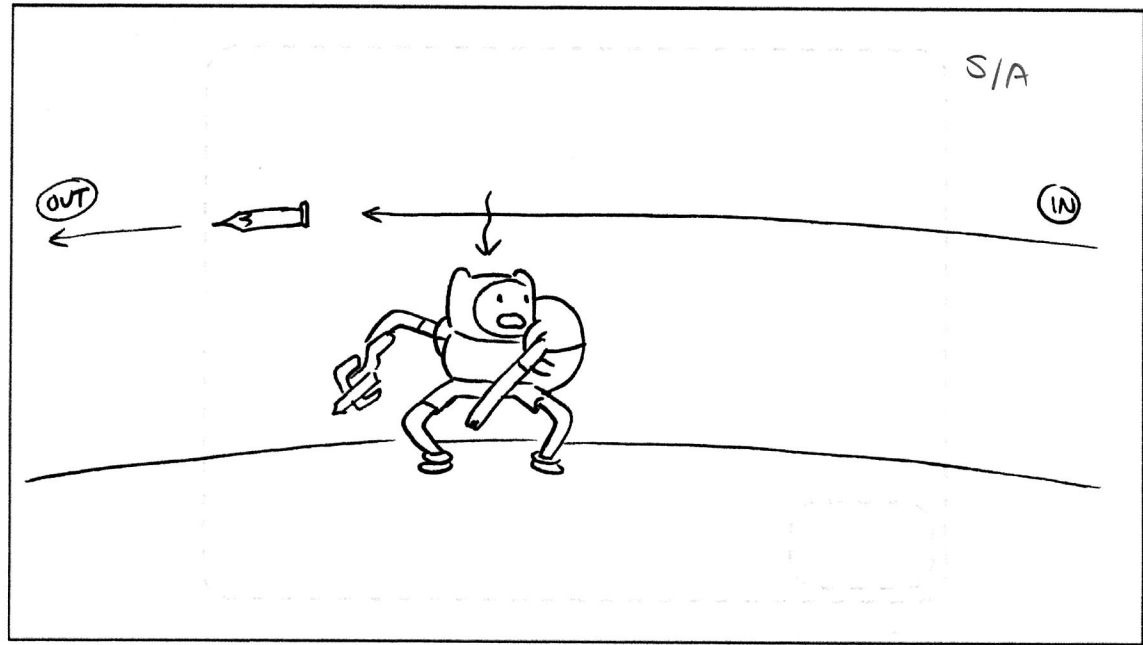


Sc. 120

Pnl. B

Bg.

day night

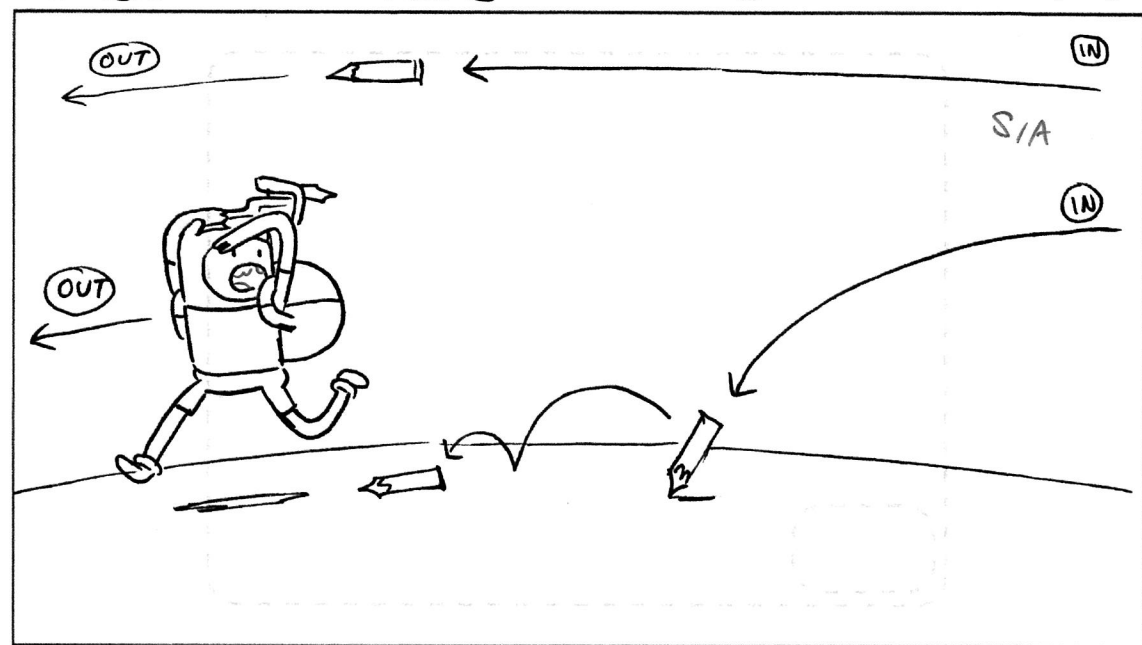


Sc. 120

Pnl. C

Bg.

day night



Dialog:	
(LSP) [O/S] GO LONG!	(LSP) ^(Q/S) USE ONE OF THESE STAKES!
	(F) AHHH! STOP! LSP!
Action:	
- STAKE FLIES QN/S. - FINN DUCKS.	- F. RUNS OFF/S.
Timing:	

EPISODE # 1034-216
Production :

ADVENTURE TIME

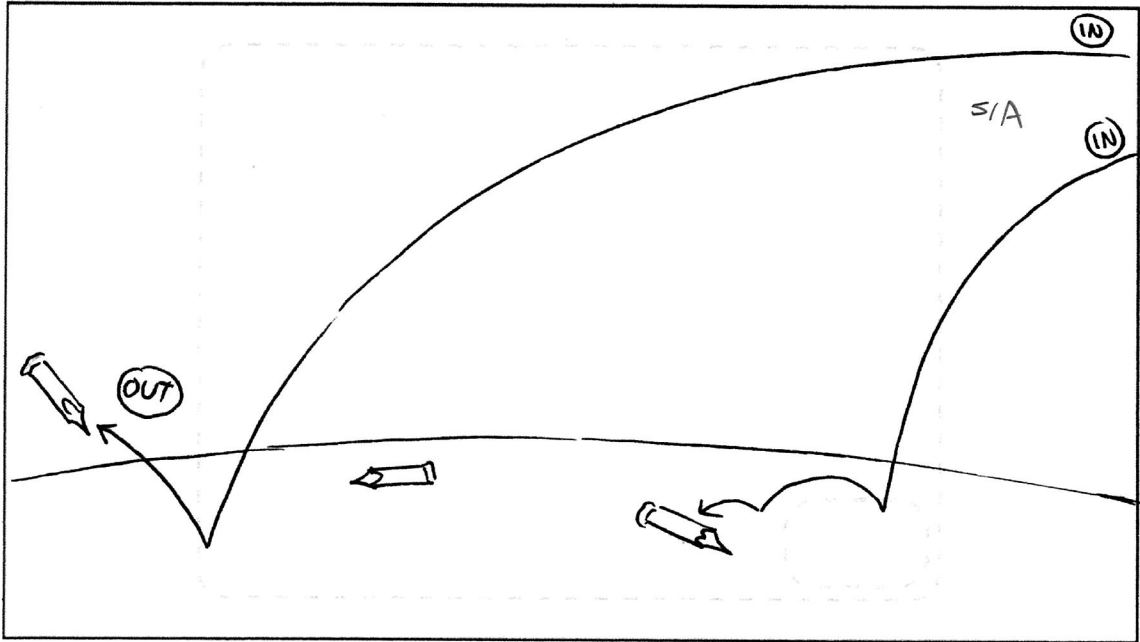


Sc. 120

Pnl. D

Bg.

day night

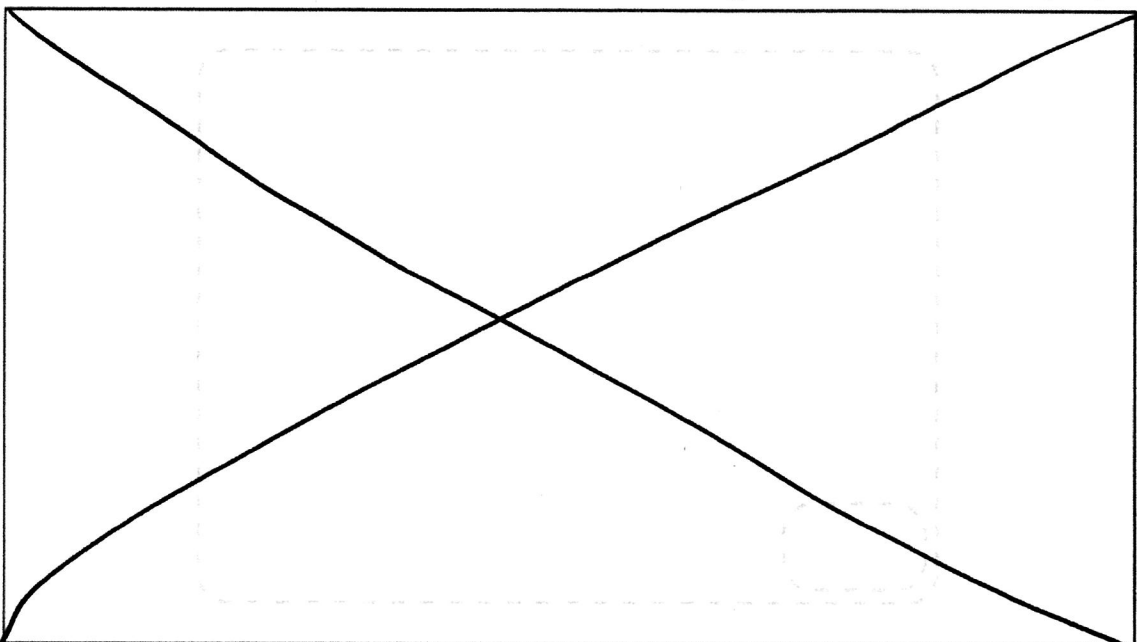


Sc.

Pnl.

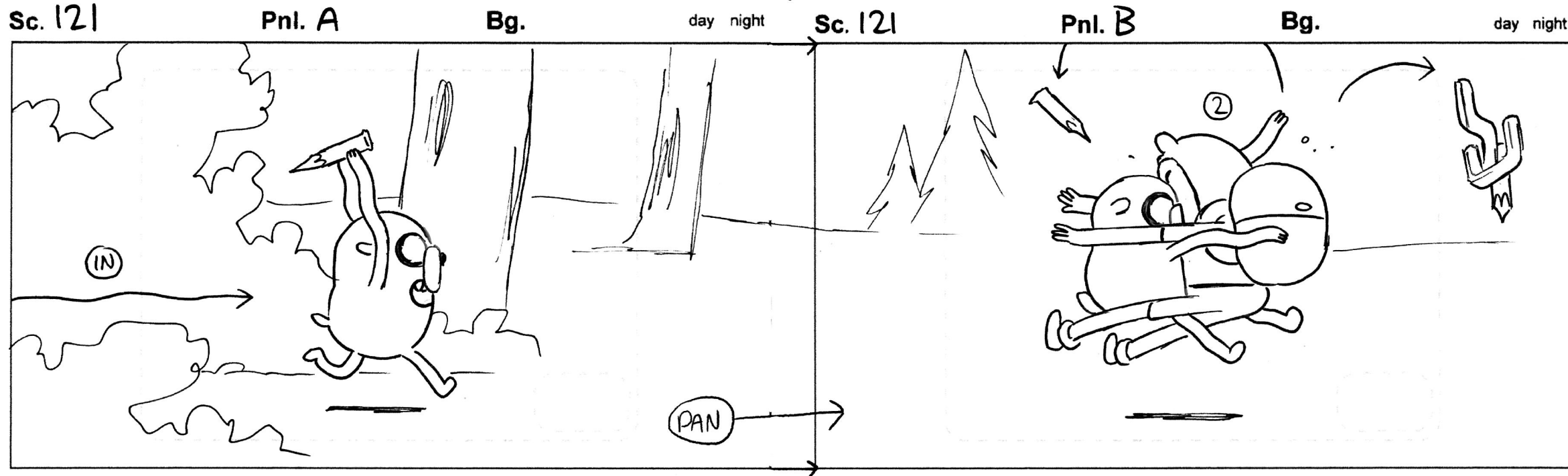
Bg.

day night



Dialog:
Action: - STAKES CONTINUE FLYING ON/S.
Timing:

ADVENTURE TIME



Dialog: START

① [OUT OF BREATH] FINN! I GOT ONE, I -

② OOF!

③ OWW!

Action:

- PAN RIGHT TO TRACK ^{W/} JAKE

- J. RUNS ON/S.

- F+J SMACK INTO EACH OTHER,

Timing:

1034-216

EPISODE #

STOP

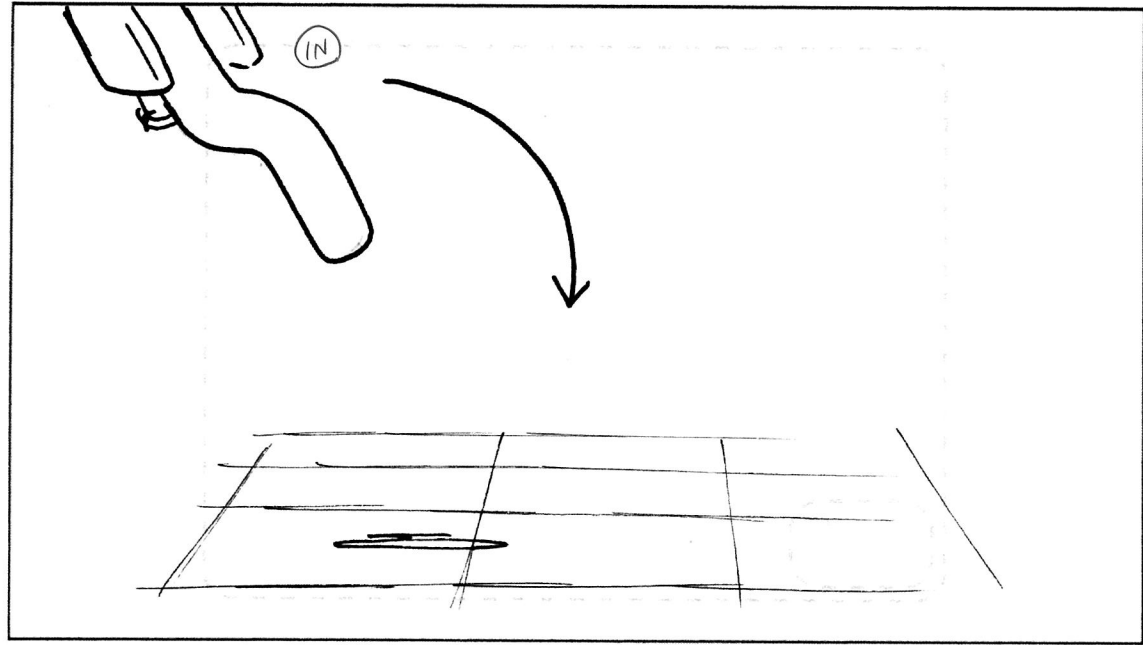
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

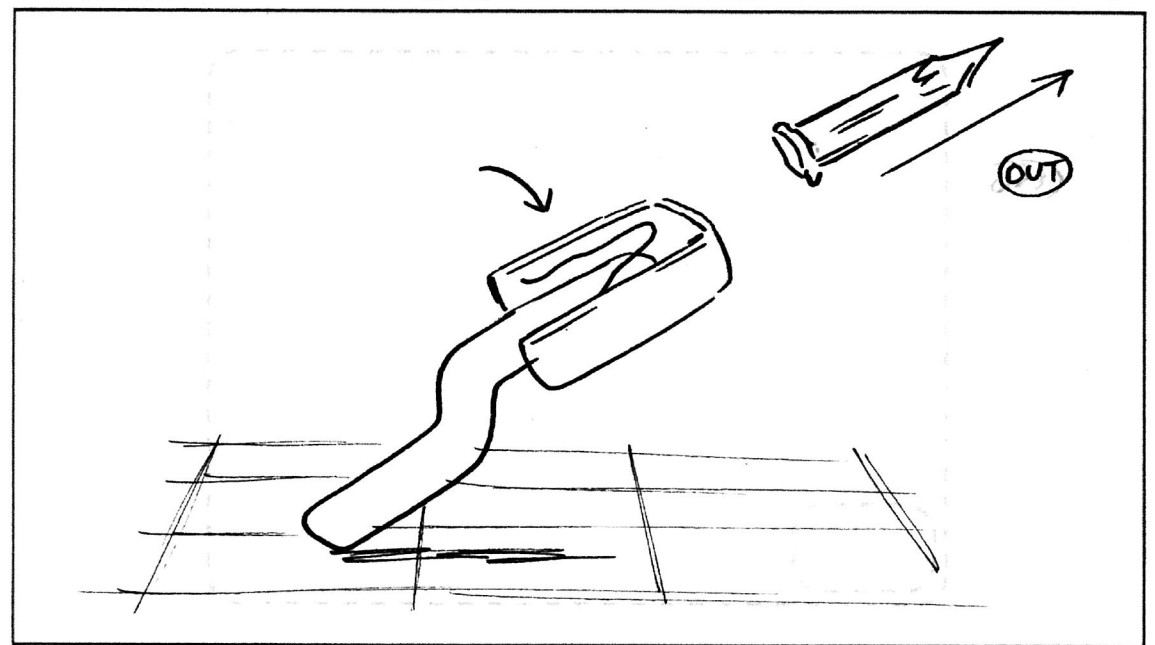
ADVENTURE TIME



Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night



Dialog:	
SFX: * TWANG! *	
Action:	- CROSSBOW FALLS ON/S.
	- CROSSBOW HITS GROUND AND FIRES STAKE OFF/S.
Timing:	

EPISODE # 1034-216
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

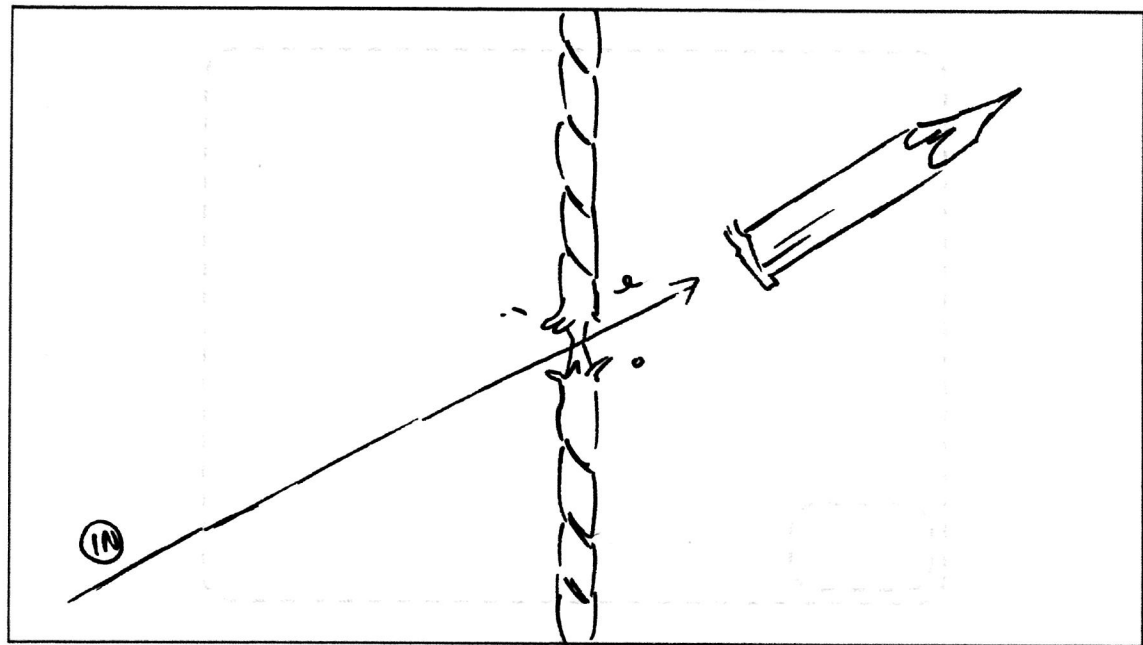


Sc. 123

Pnl. A

Bg.

day night

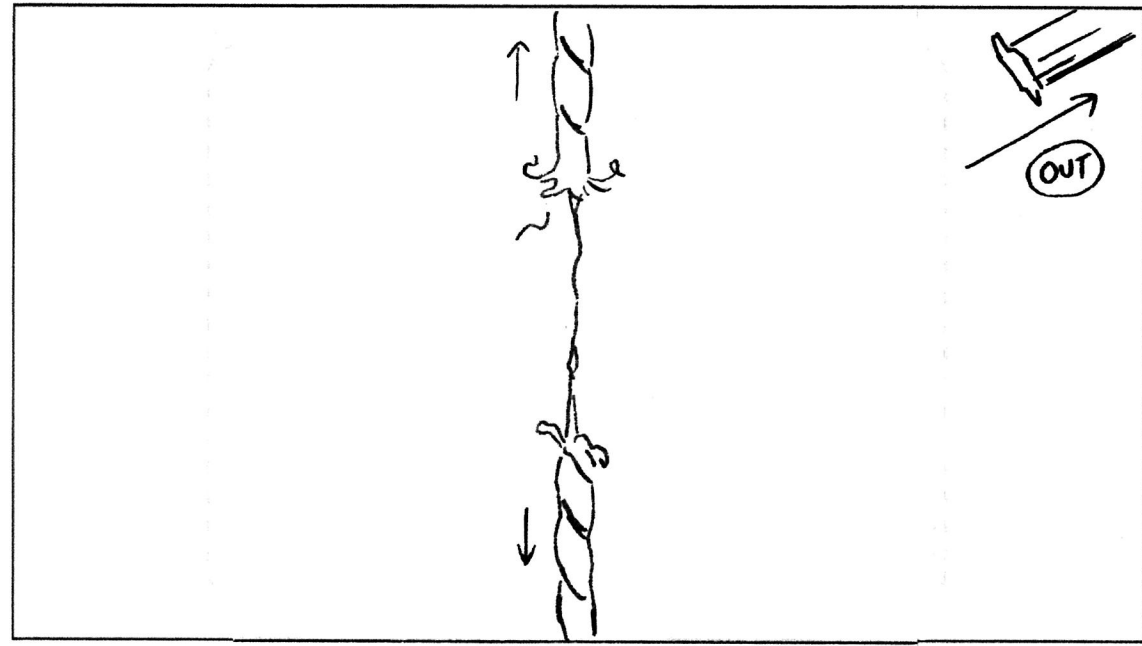


Sc. 123

Pnl. B

Bg.

day night



Dialog:	
SFX: *SHRPP*	SFX: *RR-RR-RR*
Action: FLIES THROUGH ROPE	ROPE SPLITS TO A THREAD
Timing:	



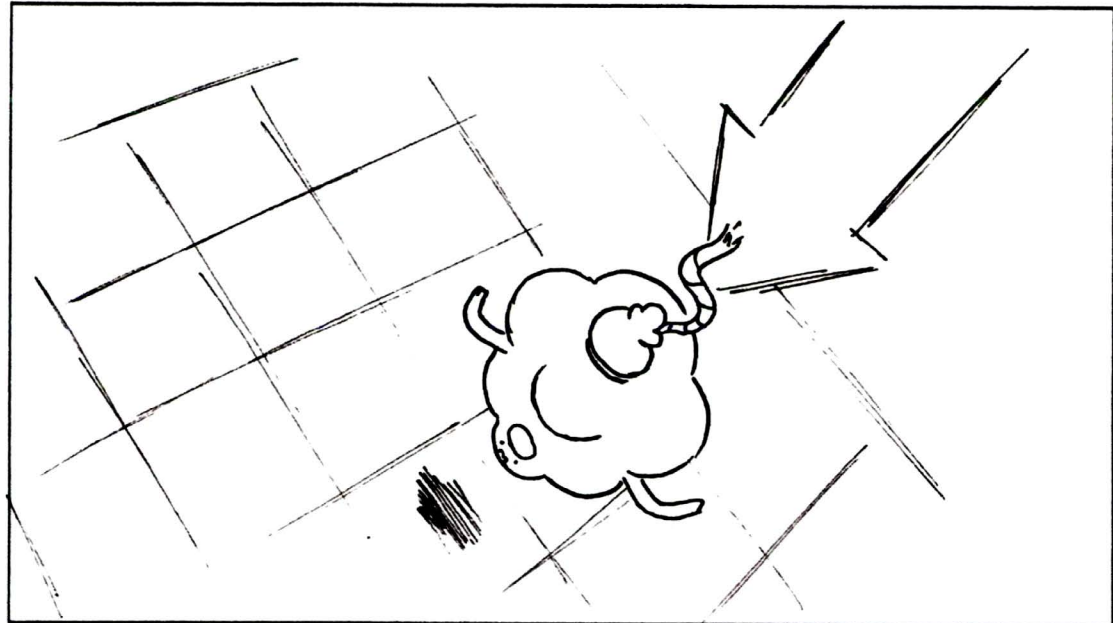
1034-216
EPISODE #
Production :

ADVENTURE TIME

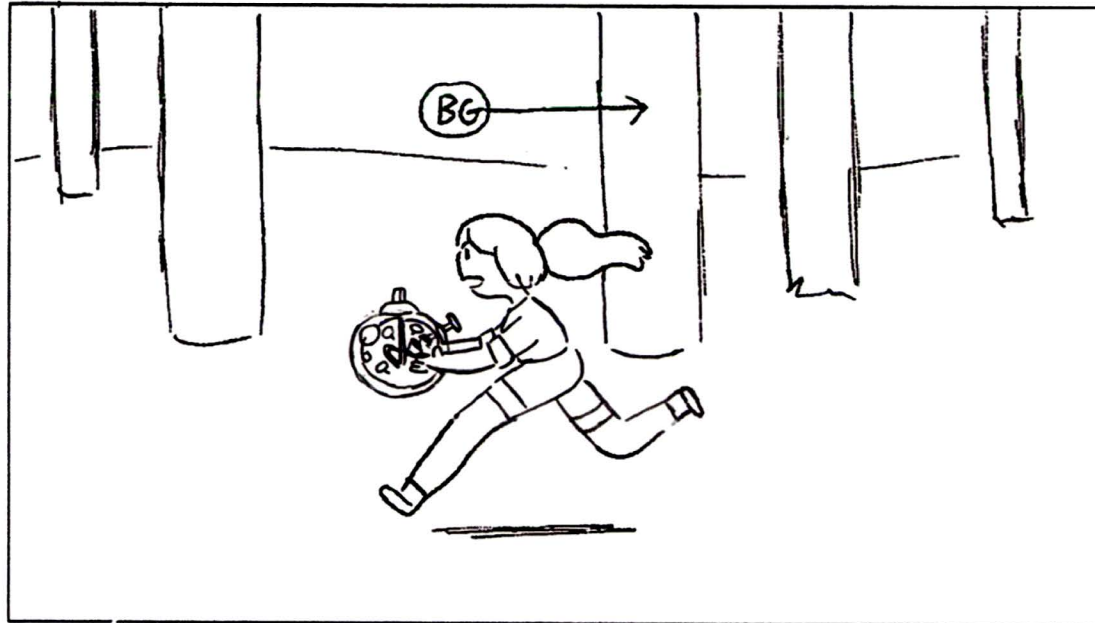


Page 164

Sc. 124 Pnl. A Bg. day night



Sc. 125 Pnl. A Bg. day night



Dialog:

(LSP) WHHAATT

SFX: *SNAP*

Action:

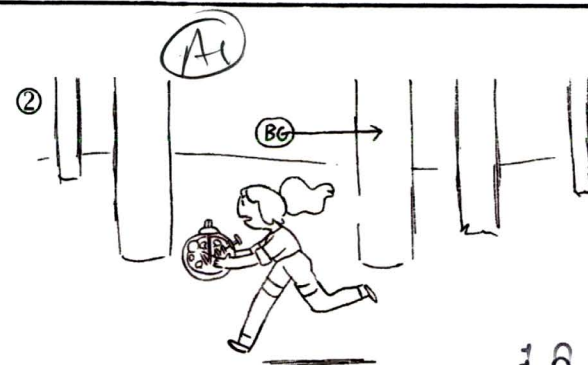
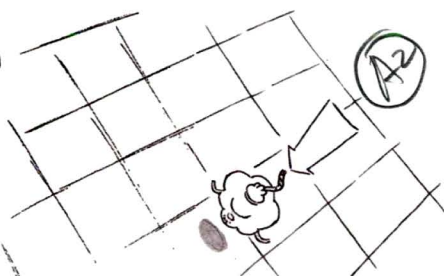
-ROPE SNAPS,
LSP FALLS.

Timing:

(PB) FINN!

-PB RUNS.

APR 21 2015



1034-216

EPISODE #

Production :

1034/216

ADVENTURE TIME



Page **165**

Sc. 125 **CONT**

Pnl. B

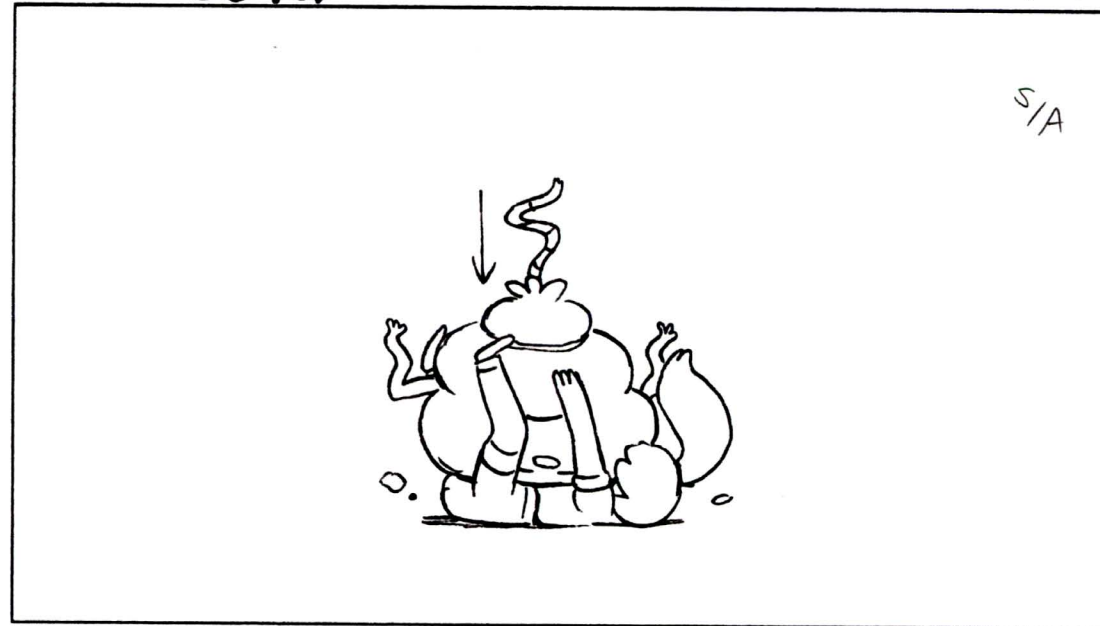
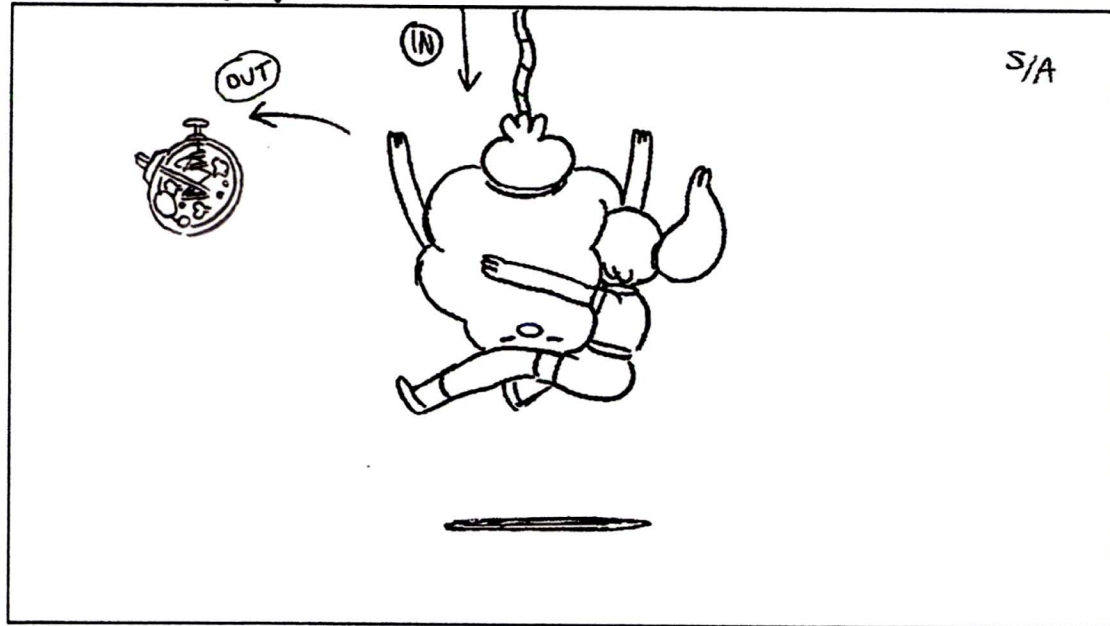
Bg.

day night

Sc. 125 **CONT** Pnl. C

Bg.

day night



Dialog:

PB: [IMPACT]

SFX: * WHAMM! *

Action:

-LSP HITS PB AND KNOCKS HER TO GROUND.

Timing:

APR 21 2015



EPISODE #

1034-216

Production :

1034/216

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 126

Pnl. A

Bg.

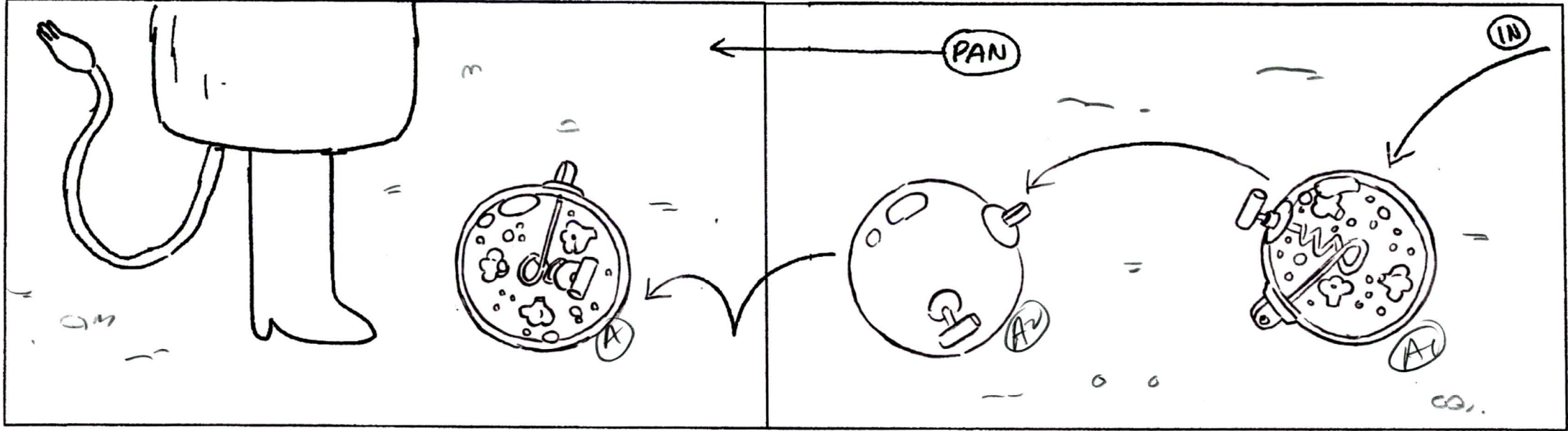
day night

Sc.

Pnl.

Bg.

day night



Dialog: STOP

SFX: * RATTLING *

Action: BOUNCES ALONG GROUND AND SLIDES TO A STOP NEAR H'S FOOT.

APR 21 2015

Timing:

1034-216

EPISODE #

START

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 167

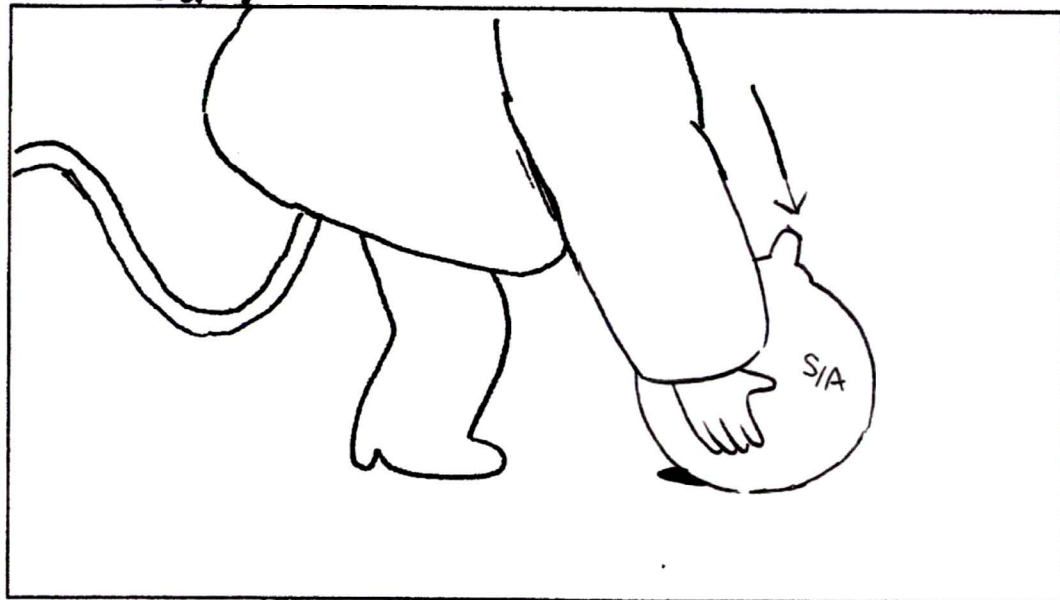
Sc. 126 *cont*

Pnl. C

Bg.

day night

Sc. 126 *cont* Pnl. D



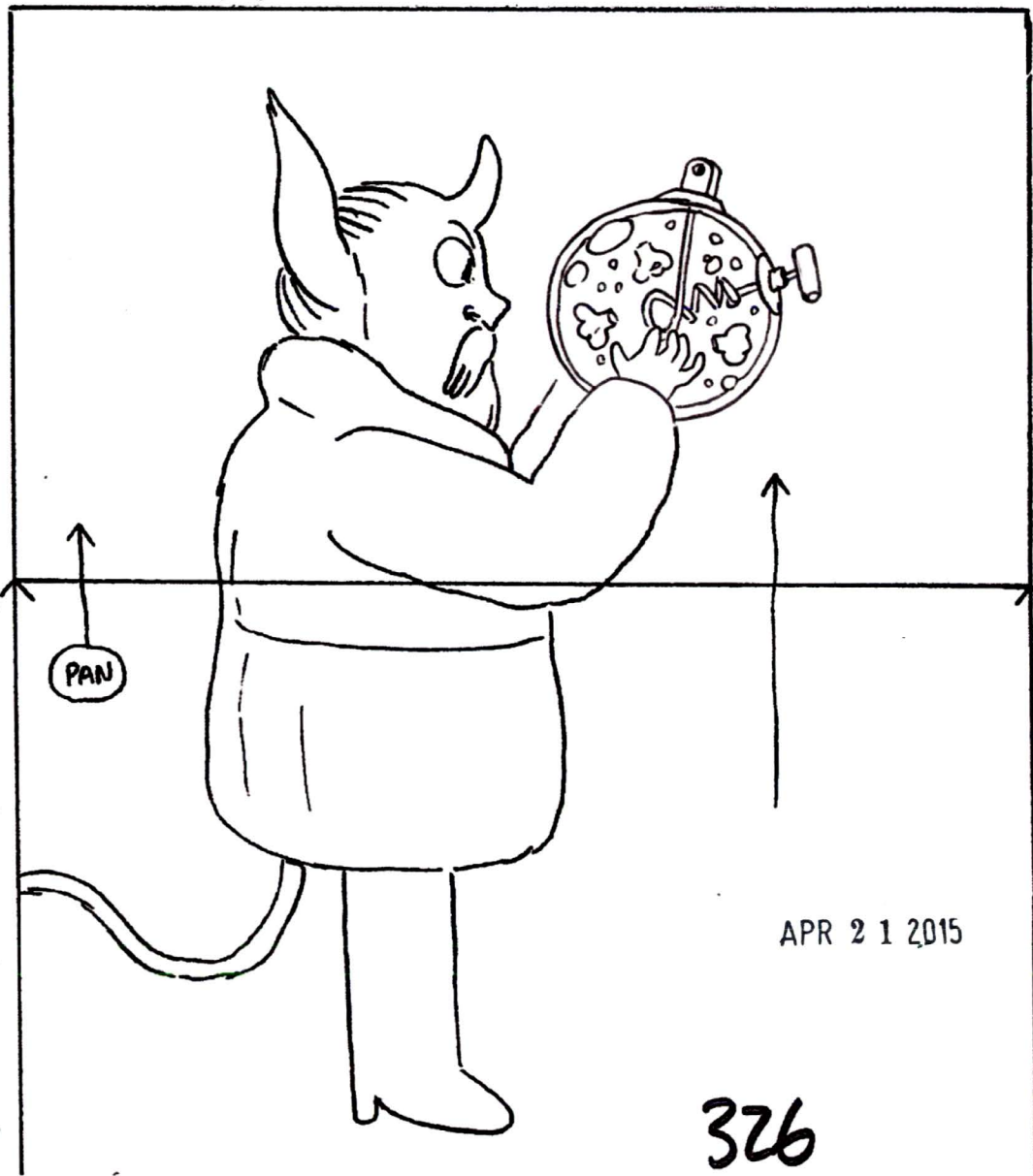
Dialog:

Action:

- H. PICKS UP

- PAN W/ ACTION

Timing:



APR 21 2015

326

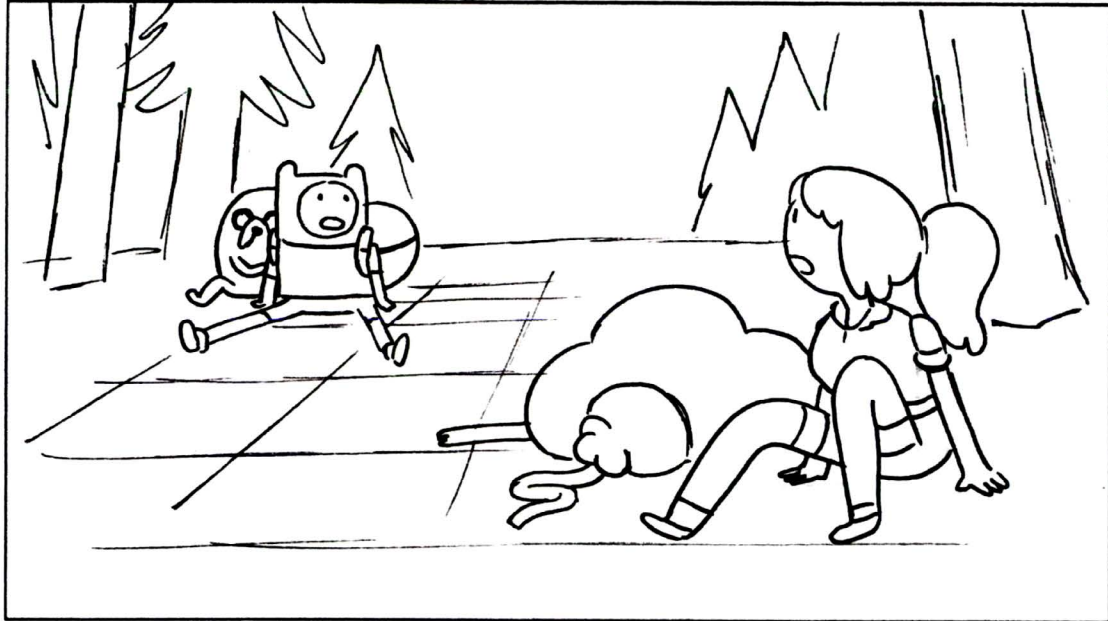
1034-216

1034/216

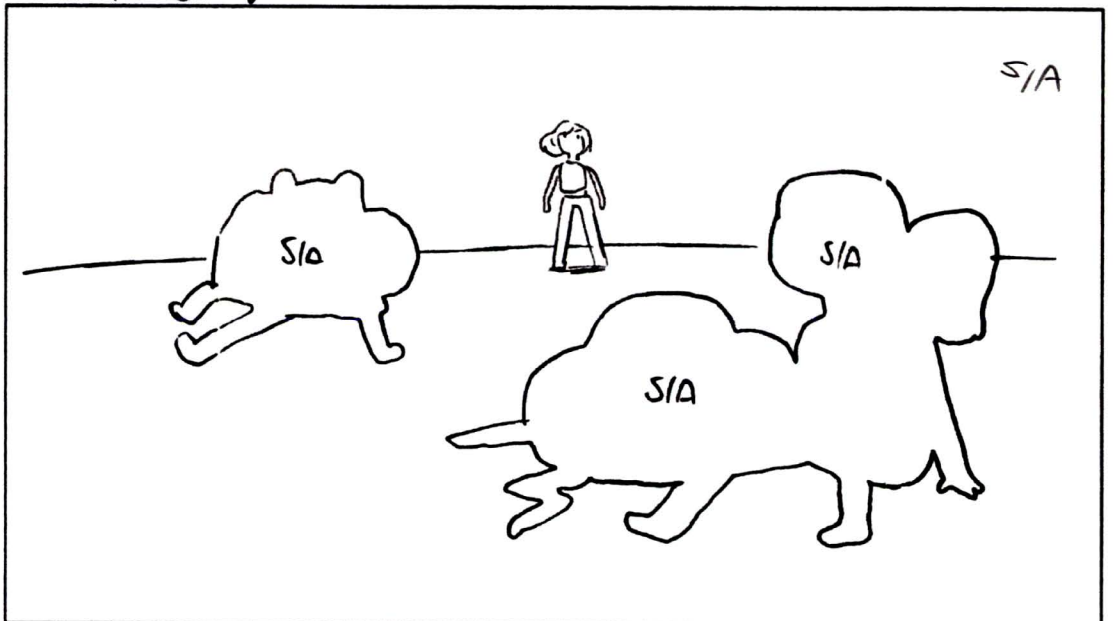
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



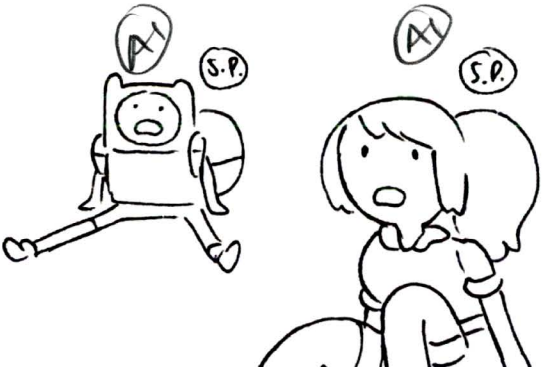
Sc. 127 cont Pnl. B Bg. day night



Dialog:

Action: - MARCELINE APPEARS APR 21 2015

Timing:



EPISODE # 1034-216
Production :

ADVENTURE TIME



Page 169

Sc. 128

Pnl. A

Bg.

day night

Sc. 128 *cont* Pnl. B

Bg.

day night



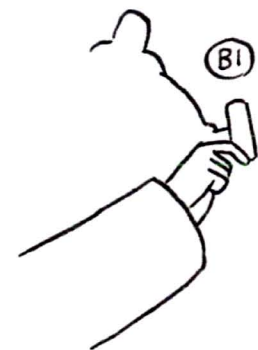
Dialog:

Action:

Timing:



- H. EXAMINES Bomb



APR 21 2015

EPISODE #

1034-216

Production :

1034/216

ADVENTURE TIME



Page 170

Sc. 129

Pnl. A

Bg.

day night

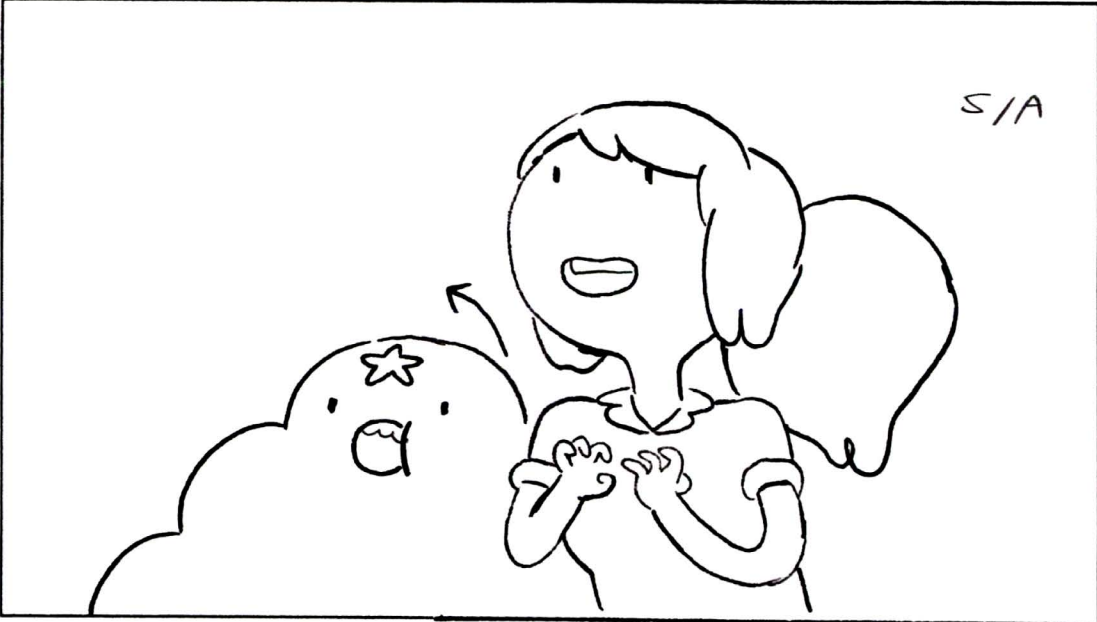


Sc. 129 *cont*

Pnl. B

Bg.

day night



Dialog:

LSP: [LONG INHALE]

Action:

- LSP FLOATS ON/S. - LSP + PB LOOK ON HOPEFULLY.

APR 21 2015

Timing:

EPISODE #

Production :

© 2015 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 171

Sc. 130

Pnl. A

Bg.

day night

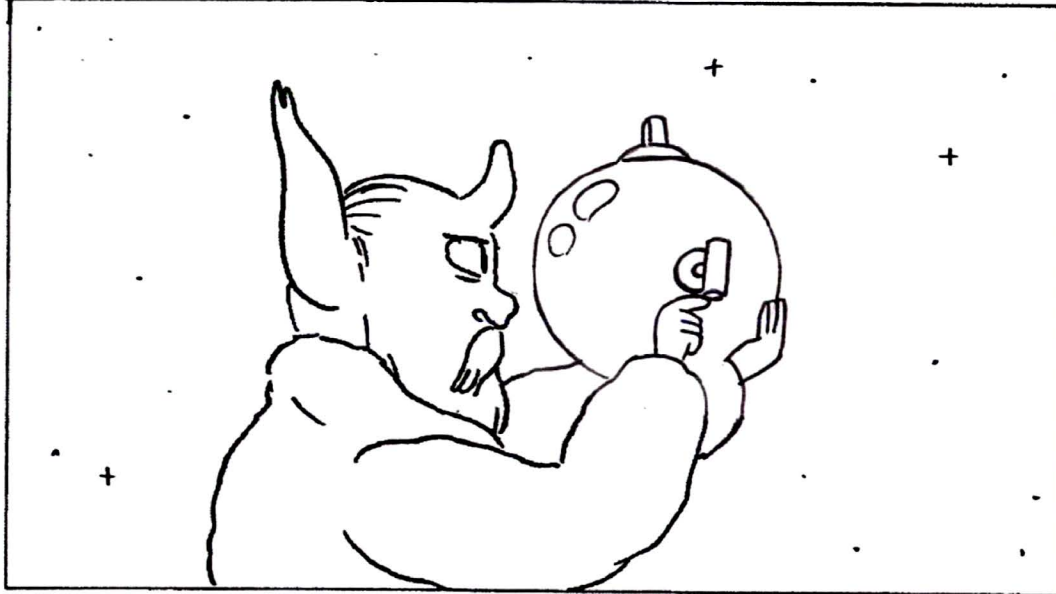
Sc. 130

cont

Pnl. B

Bg.

day night



Dialog:

(H) WHAT IS WITH -

(H) ALL THIS -

SFX: * CRUNCHING *

Action:

Timing:

APR 21 2015

1054-210

EPISODE #

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and may not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 172

Sc. 130 *cont* Pnl. C

Bg.

day night



Sc. 130 *cont* Pnl. D

Bg.

day night



Dialog:	
(H) - PLASTIC-	H: Tacky, plastic...
sfx: * CRUSH *	
Action:	
Timing:	APR 21 2015

1034-216

EPISODE #

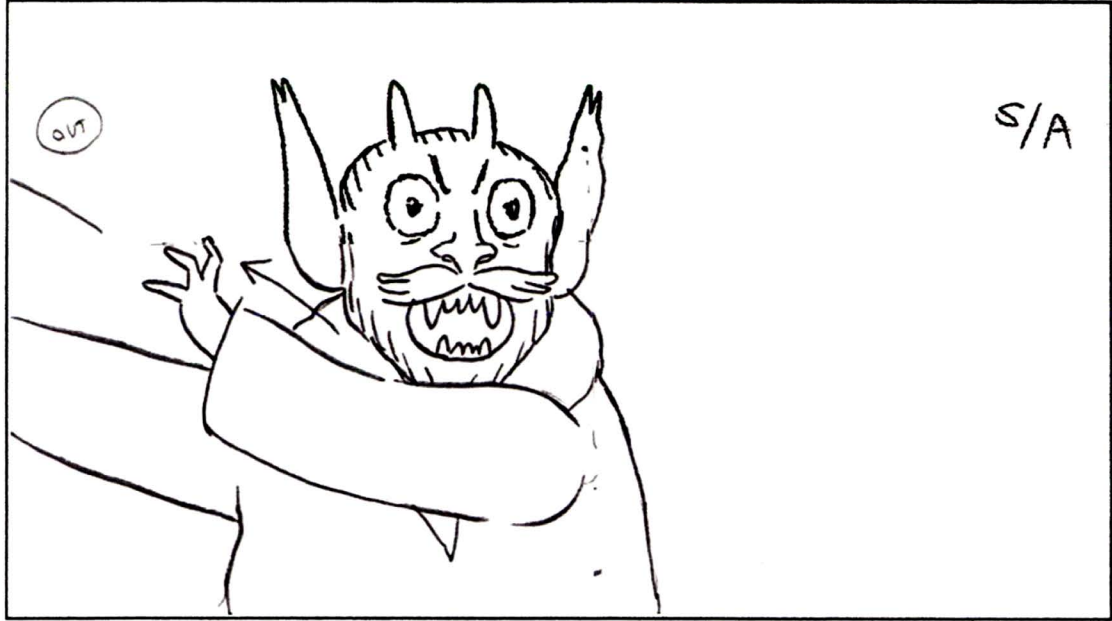
Production :

ADVENTURE TIME



Page 173

Sc. 130 *cont* Pnl. E Bg. day night Sc. 130 Pnl. F Bg. day night



Dialog:	
Ⓜ RUB! BISH!	Ⓜ MARCELINE DITCH THESE LESSERS AND LET'S HAVE A PROPER <u>GROWN-UP</u> --
Action:	
APR 21 2015	
Timing:	

1034-216
EPISODE #
Production :

ADVENTURE TIME



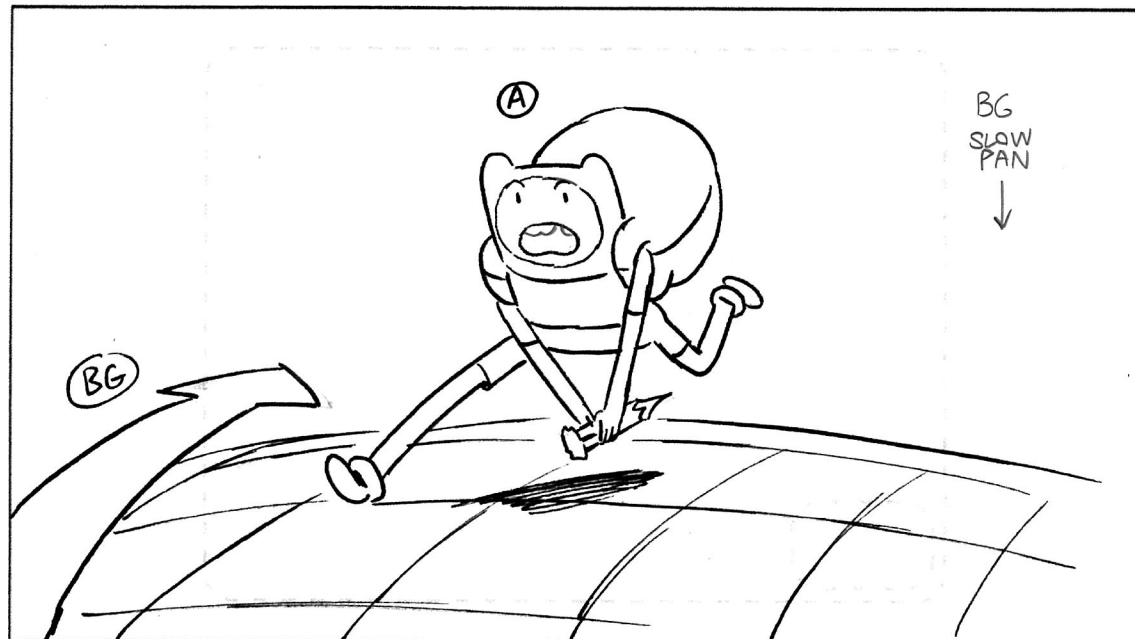
Page 174

Sc. 131

Pnl. A

Bg.

day night

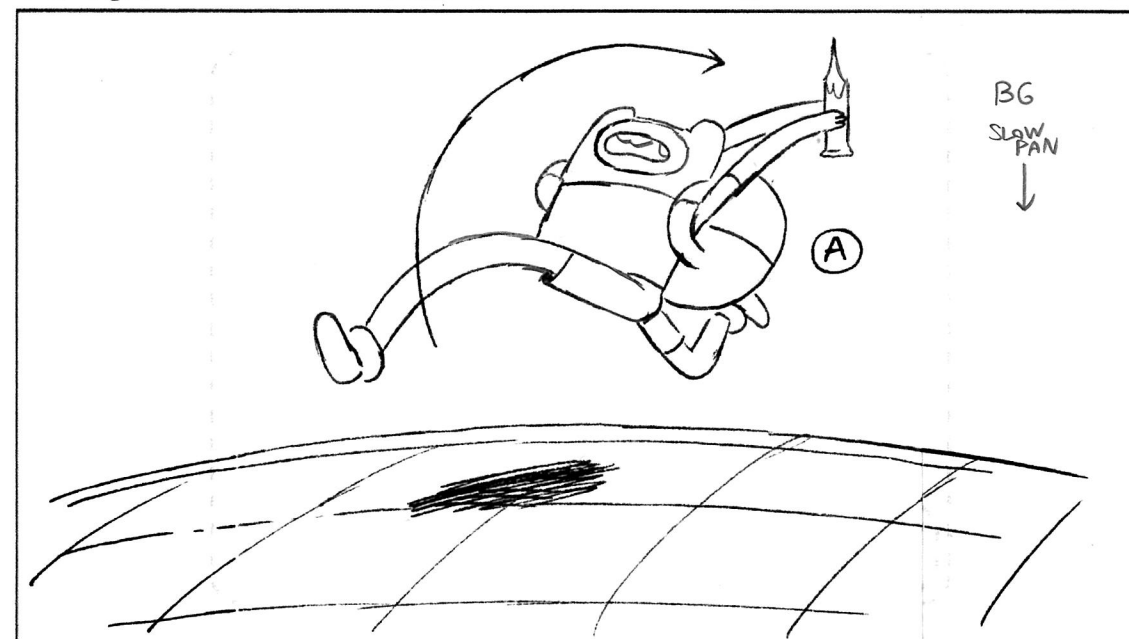


Sc. 131

Pnl. B

Bg.

day night



Dialog:

Ⓔ WE'LL NEVER LET YOU GET TO HER!

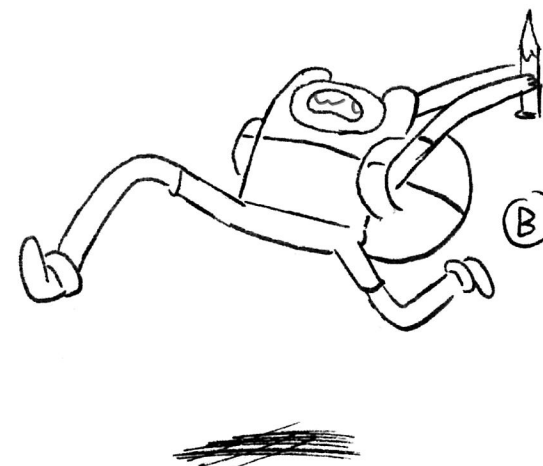
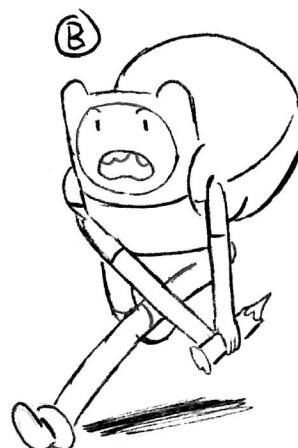
Ⓔ AAAHHHHH—

Ⓔ (o/s) CONVERSATION.

Action: - F. RUNS FORWARD
- GROUND ANIMATING

- FINN RAISES STAKE,

Timing:



Production :

EPISODE #

1034-216

ADVENTURE TIME



Page 175

Sc. 132

Pnl. A

Bg.

day night

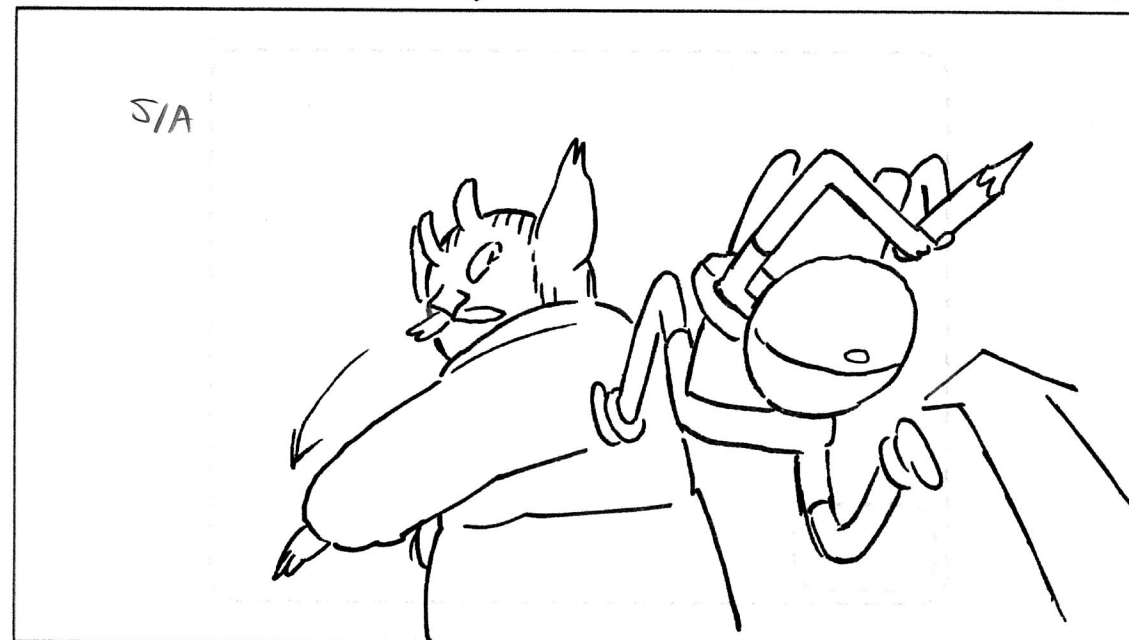


Sc. 132

Pnl. B

Bg.

day night



Dialog:

(0/5)
① - AAAHHH [CONT'D]

Action:

- F. RUNS ON/S AND LEAPS.

- HIEROPHANT ANTICS.

Timing:

Production :

EPISODE #

1034-216

ADVENTURE TIME



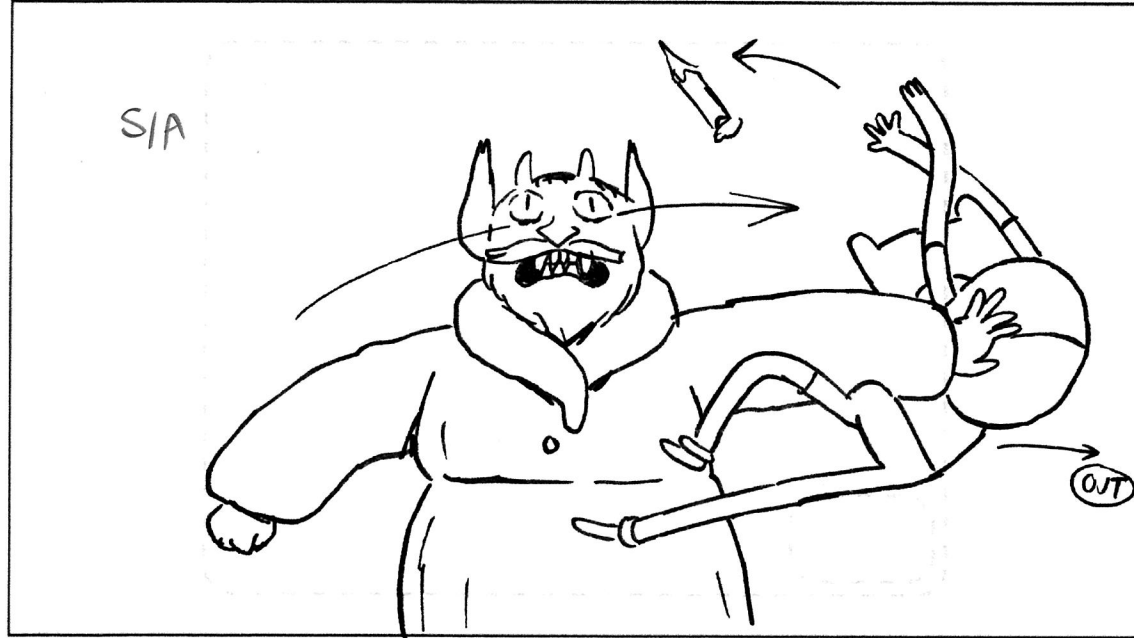
Page **176**

Sc. 132

Pnl. C

Bg.

day night

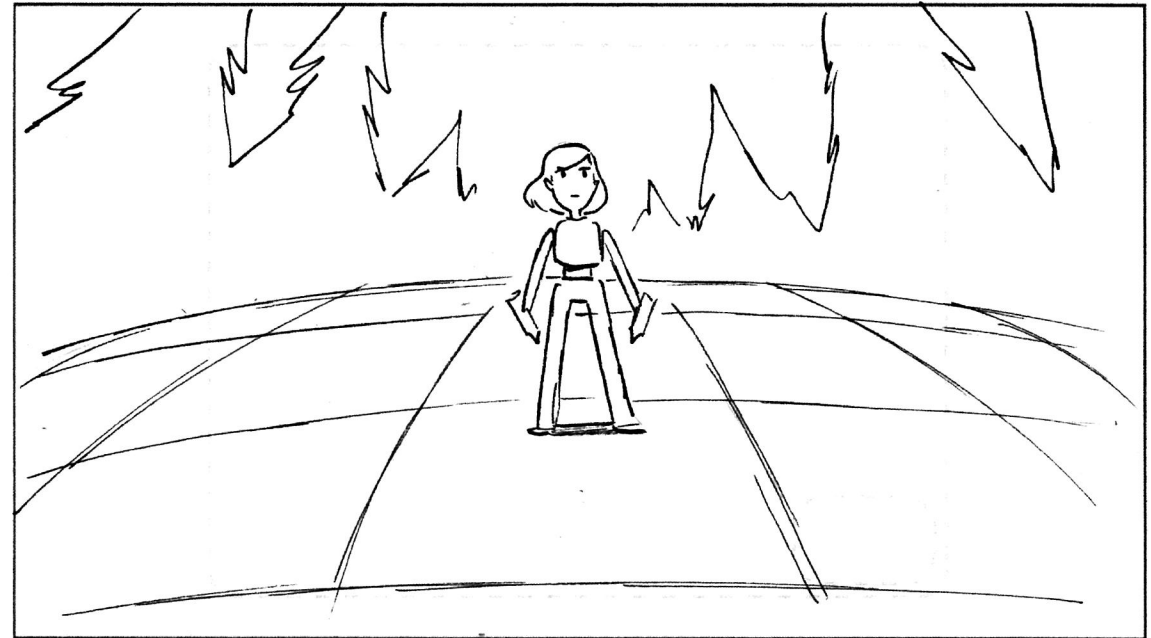


Sc. 133

Pnl. A

Bg.

day night



Dialog:

Ⓕ AH!

SFX * WHAM! *

Action:

-H. SWATS F. ASIDE.

Timing:



EPISODE # 1034-216

Production :

ADVENTURE TIME



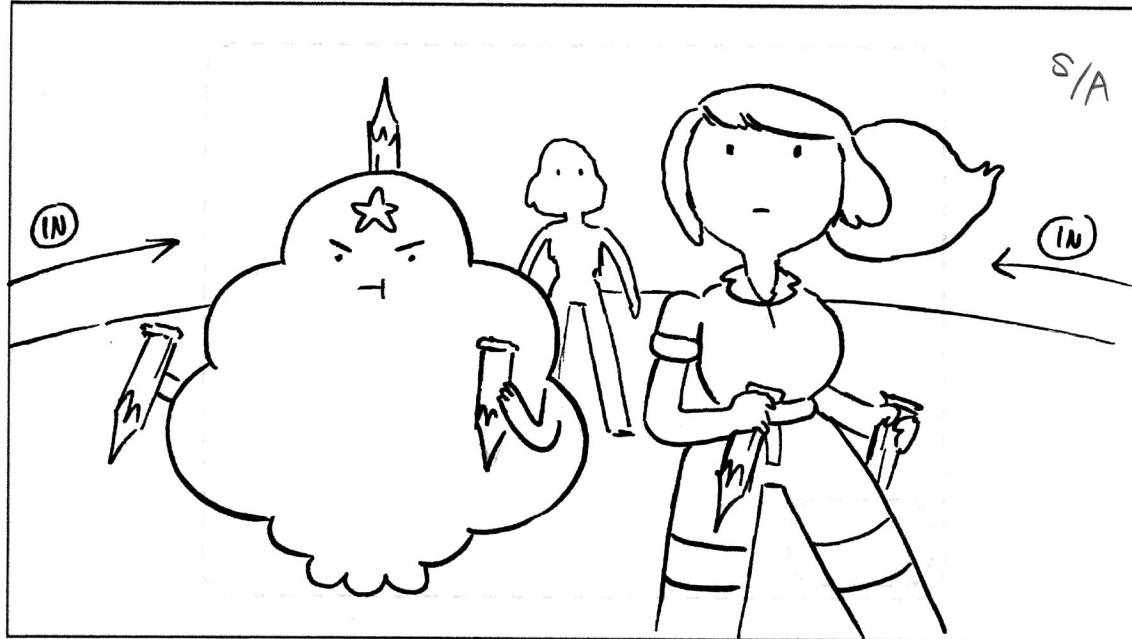
Page 177

Sc. 133

Pnl. B

Bg.

day night

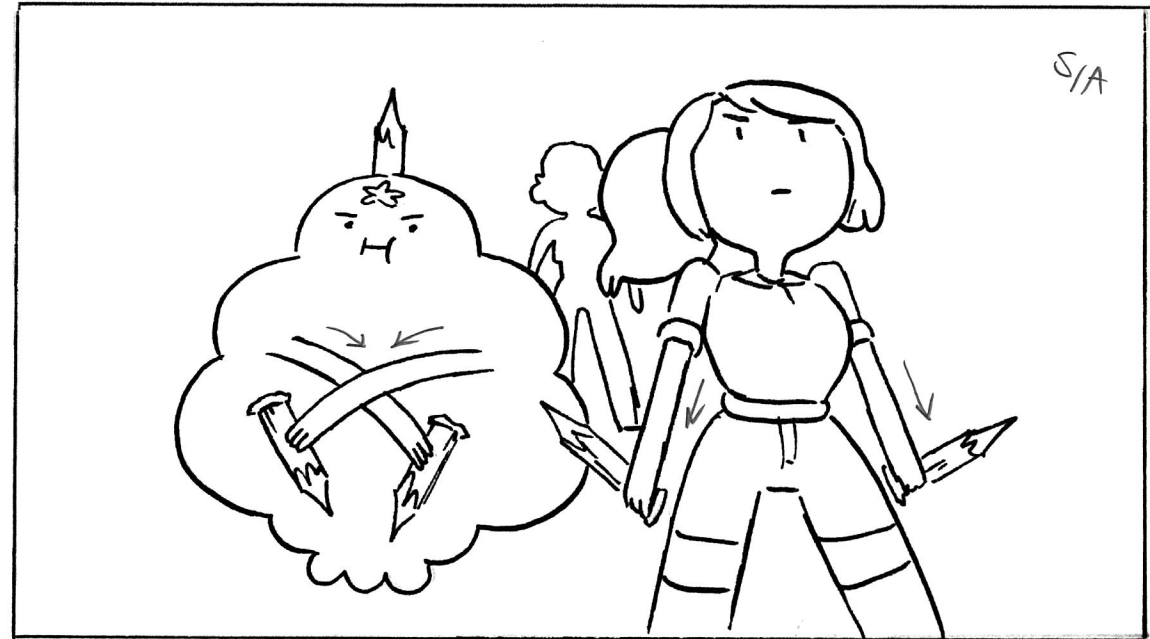


Sc. 133

Pnl. C

Bg.

day night



Dialog:

Action: - LSP FLOATS ON/S.
- PB SIDESTEPS ON/S.

- LSP + PB STRIKE COOL POSES.

Timing:

EPISODE # 1034-216

Production :

ADVENTURE TIME



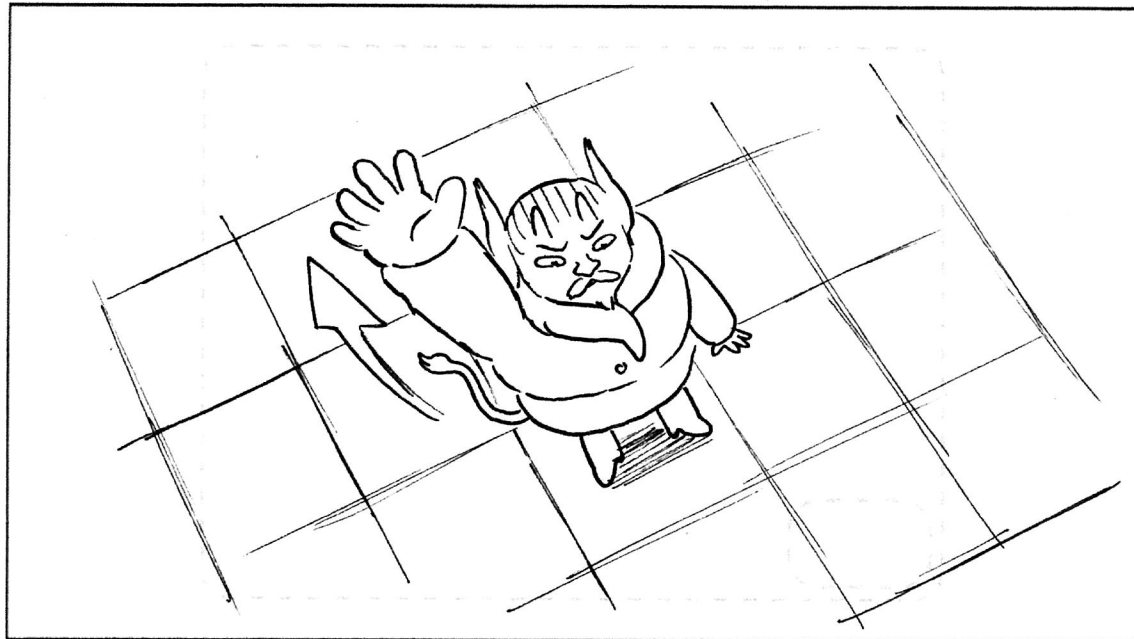
Page 178

Sc. 134

Pnl. A

Bg.

day night

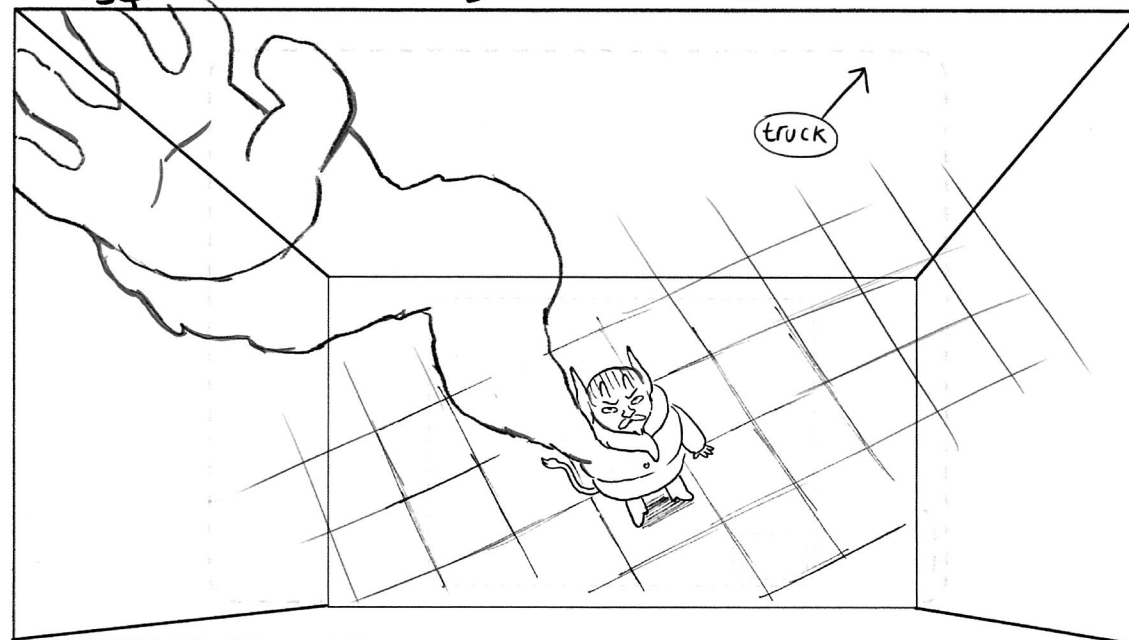


Sc. 134

Pnl. B

Bg.

day night



Dialog:

(H) RRRRGH

Action:

- H. REACHES UPWARD.

Timing:



- H'S ARM MORPHS UPWARD

- TRUCK OUT W/ ACTION.

Production :

EPISODE #

1034-216

ADVENTURE TIME



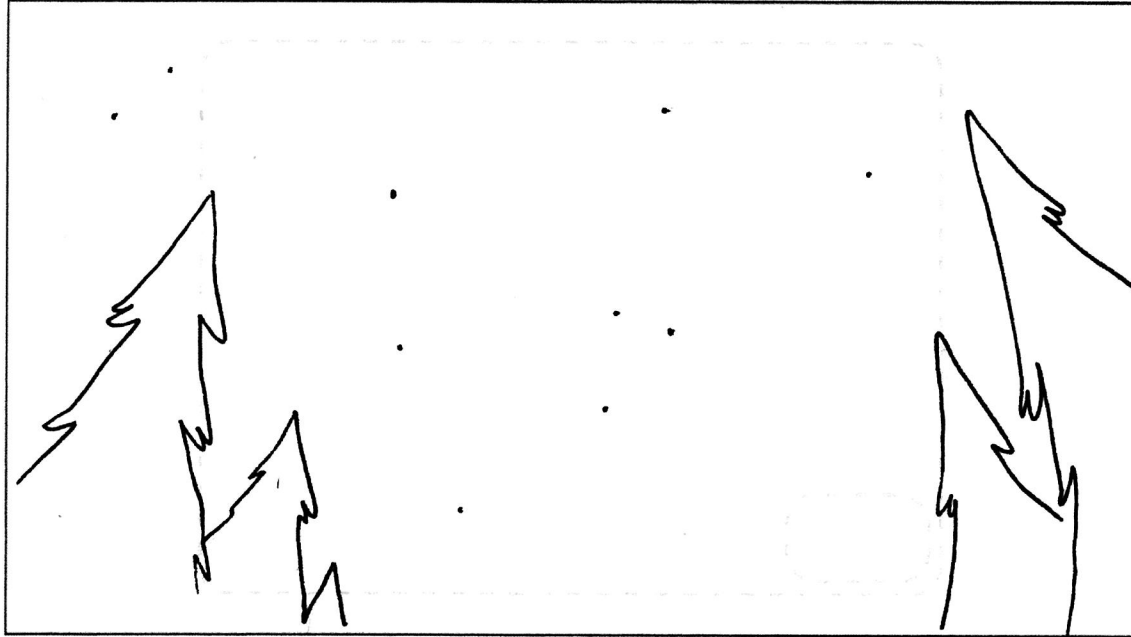
Page 179

Sc. 135

Pnl. A

Bg.

day night

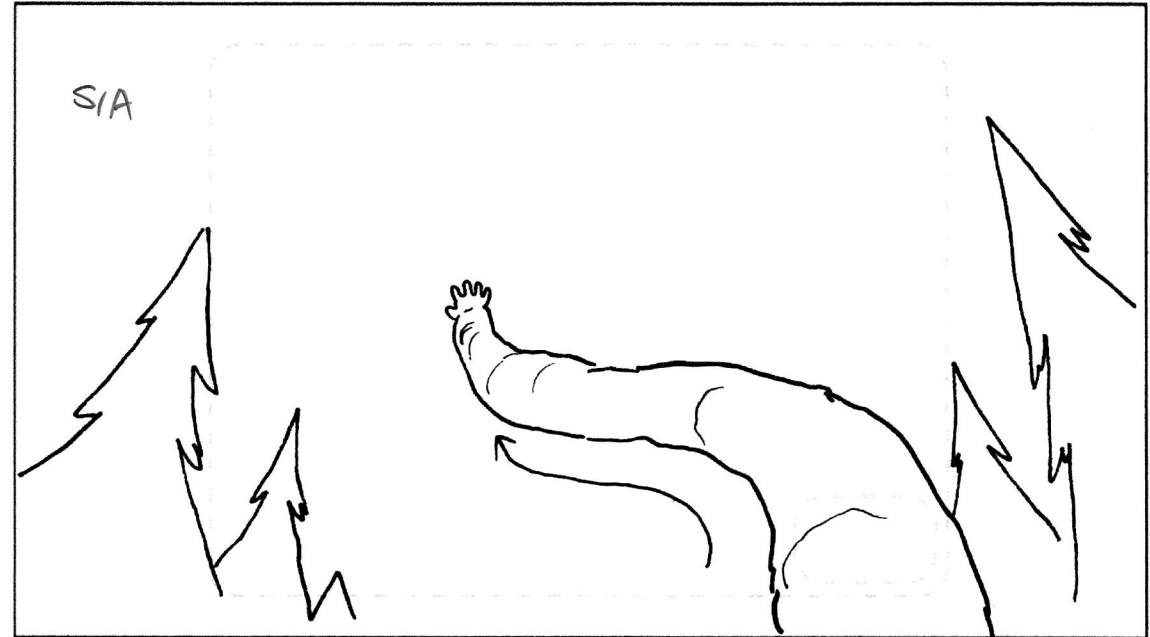


Sc. 135

Pnl. B

Bg.

day night



Dialog:

Ⓜ YOU...

Action:

- HIS ARM STRETCHES/TRANSFORMS QN/S.

Timing:



EPISODE #

1034-216

Production :

ADVENTURE TIME



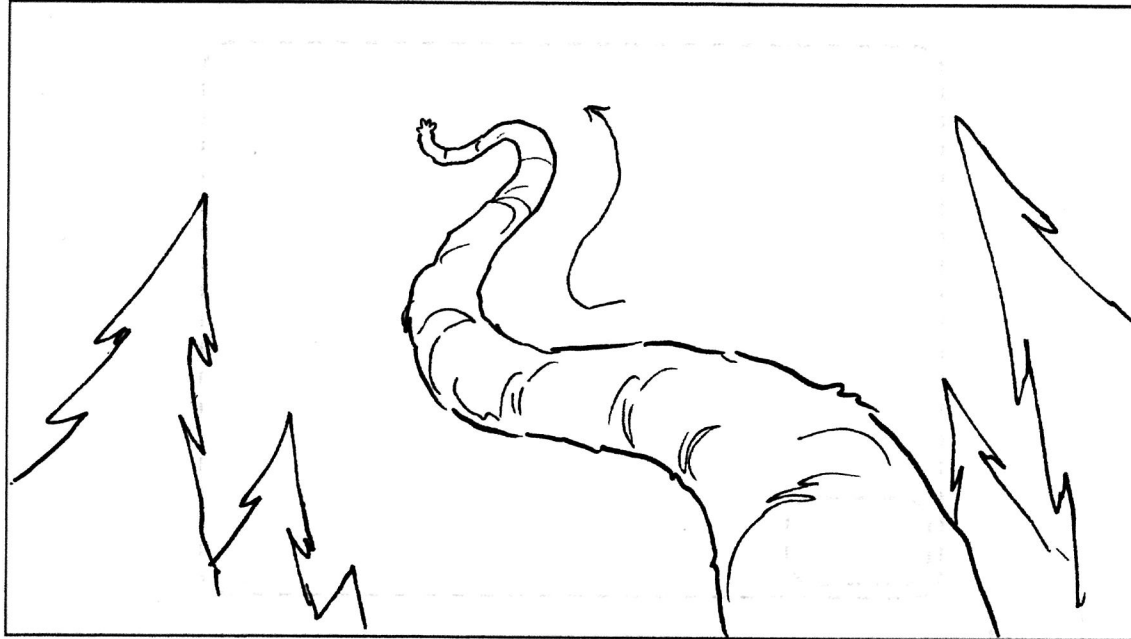
Page 180

Sc. 135

Pnl. C

Bg.

day night

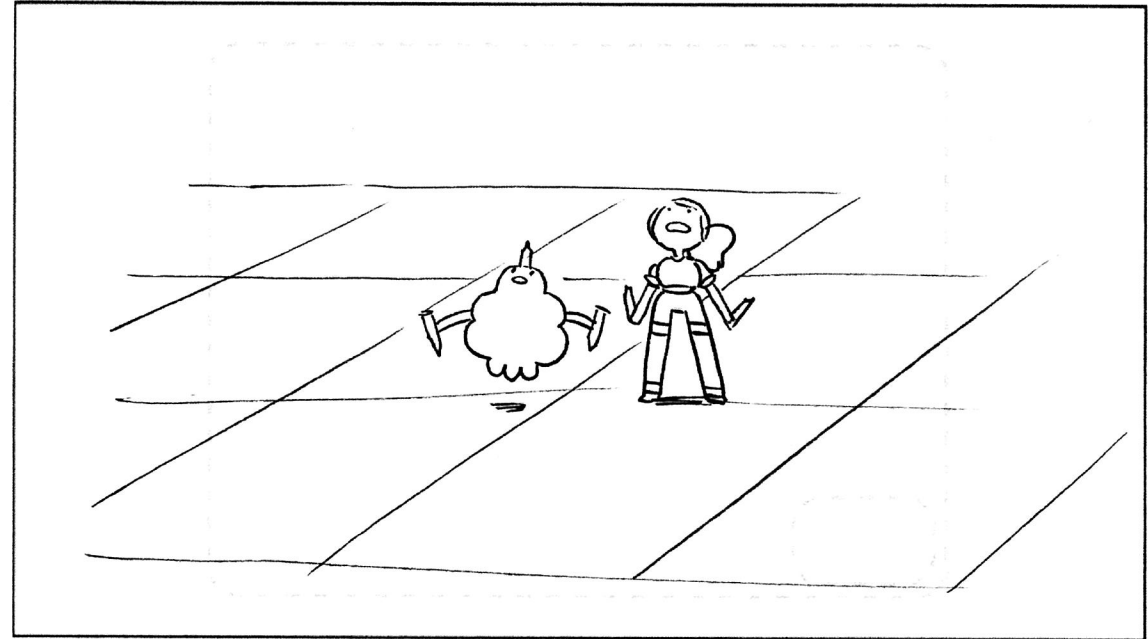


Sc. 136

Pnl. A

Bg.

day night



Dialog:

(H) ... YOU ...

Action:

Timing:

Production :

EPISODE #

1034-216

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



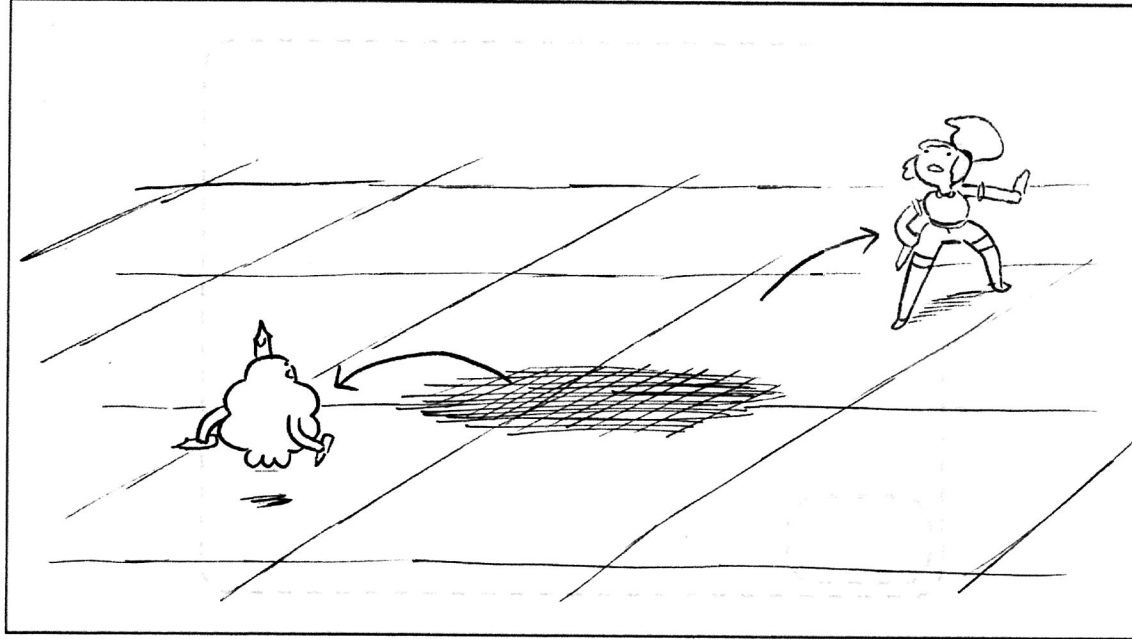
Page 181

Sc. 136

Pnl. B

Bg.

day night

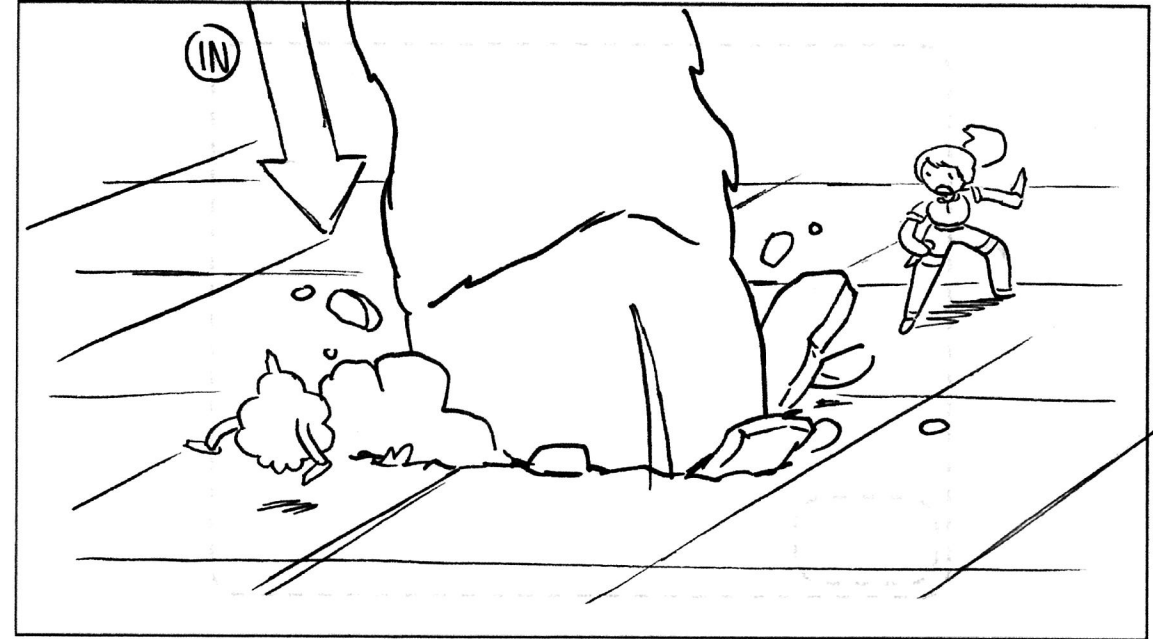


Sc. 136

Pnl. C

Bg.

day night



Dialog:

Ⓜ DUNDERHEADS!

SFX: * POOM! *

Action:

- PB + LSP DODGE

- HOOOF SMASHES DOWN.

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



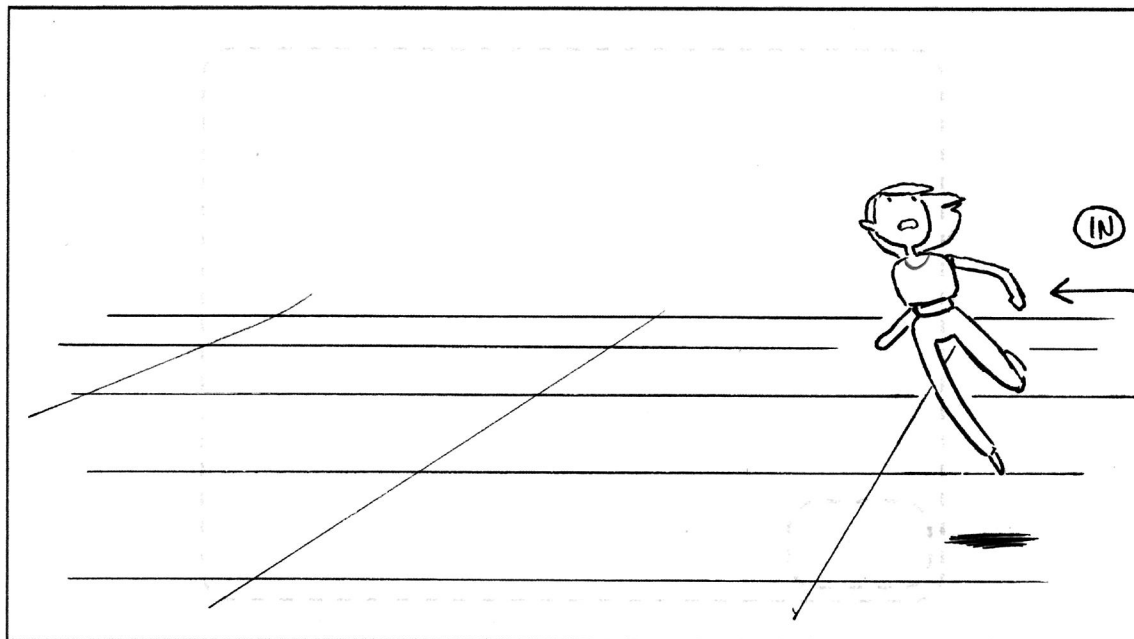
Page 182

Sc. 137

Pnl. A

Bg.

day night

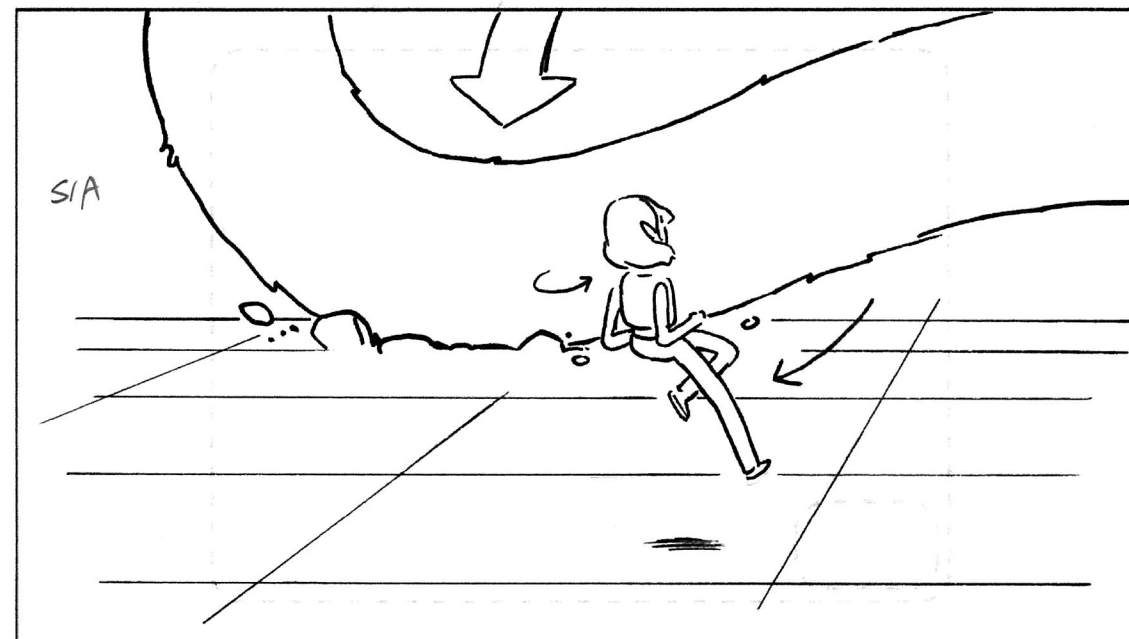


Sc. 137

Pnl. B

Bg.

day night



Dialog:

(GROWING FRUSTRATION)
(H) I CAN'T EVEN DEAL WITH ALL THIS --

Action:

- M. FLOATS ON/S.

- H'S TAIL SMASHES THE GROUND,

Timing:

EPISODE #
1034-216

Production :

ADVENTURE TIME



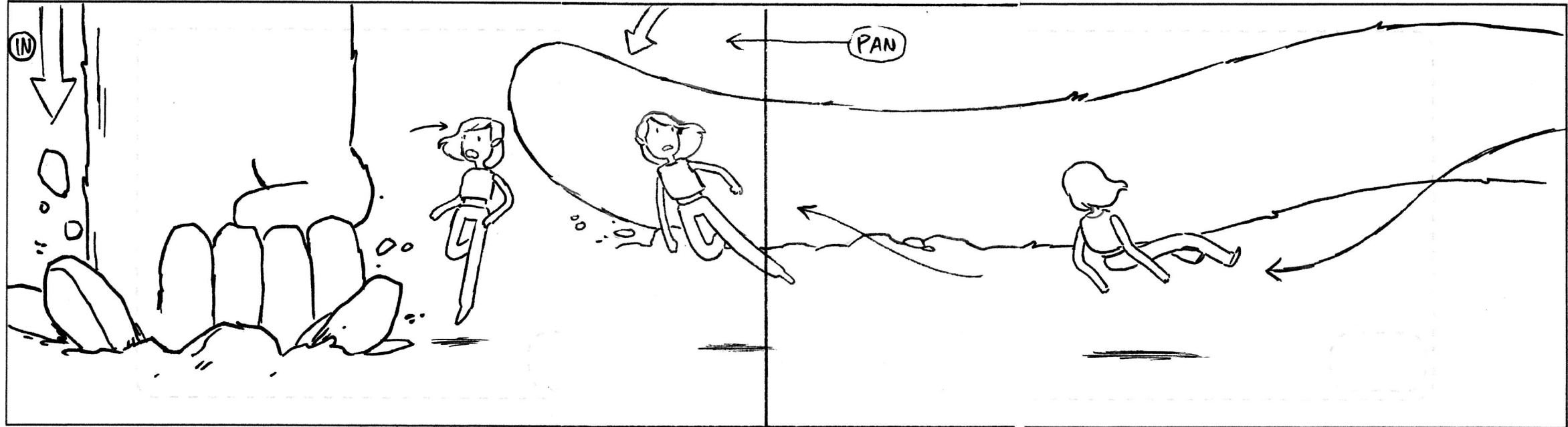
Page 183

Sc. 137

Pnl. C

Bg.

day night



Dialog:

Ⓜ - ARGH!
SFX: *KSHH*

Action:

- M. FLOATS LEFT
- PAN w/ MARCELINE.

- H. SMASHES GROUND IN FRONT OF M.

Timing:

EPISODE #

1034-216

Production :

ADVENTURE TIME



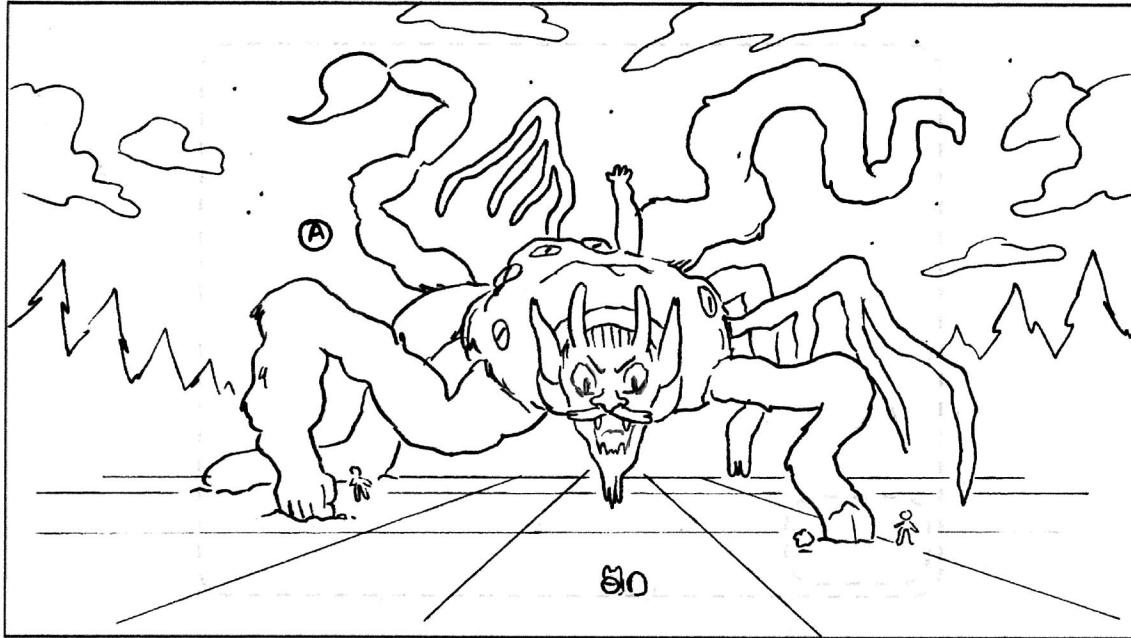
Page 184

Sc. 138

Pnl. A

Bg.

day night

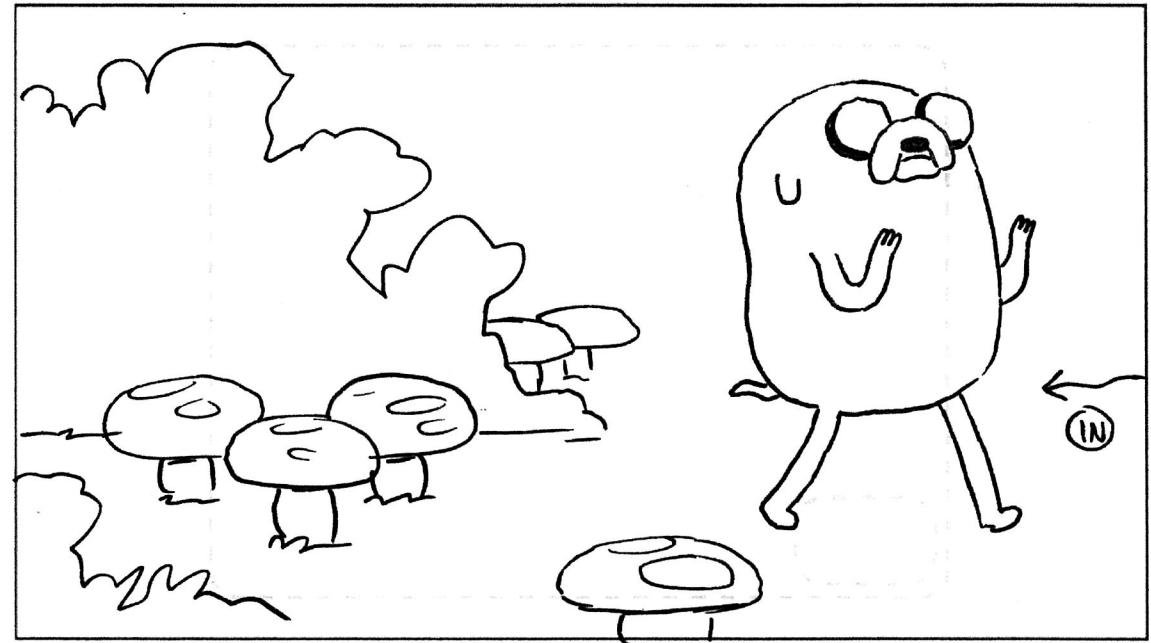


Sc. 139

Pnl. A

Bg.

day night



Dialog:

THE REST OF YOU-

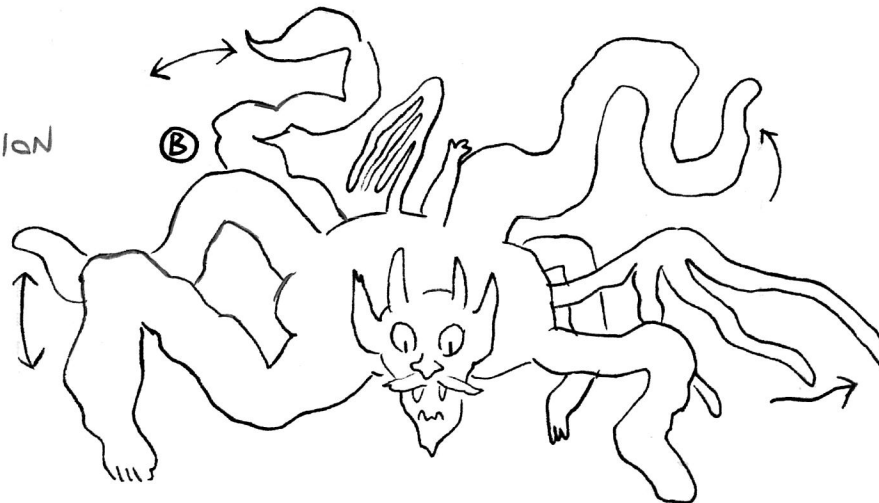
(H) JUST BEAT IT.

Action:

- GIANT BEAST VERSION
OF HIEROPHANT.
- LIMBS SLOWLY

Timing:

FLAILING.



(J) MY BLOOD MAN....

- J. BACKS ON/S.

EPISODE #

1034-216

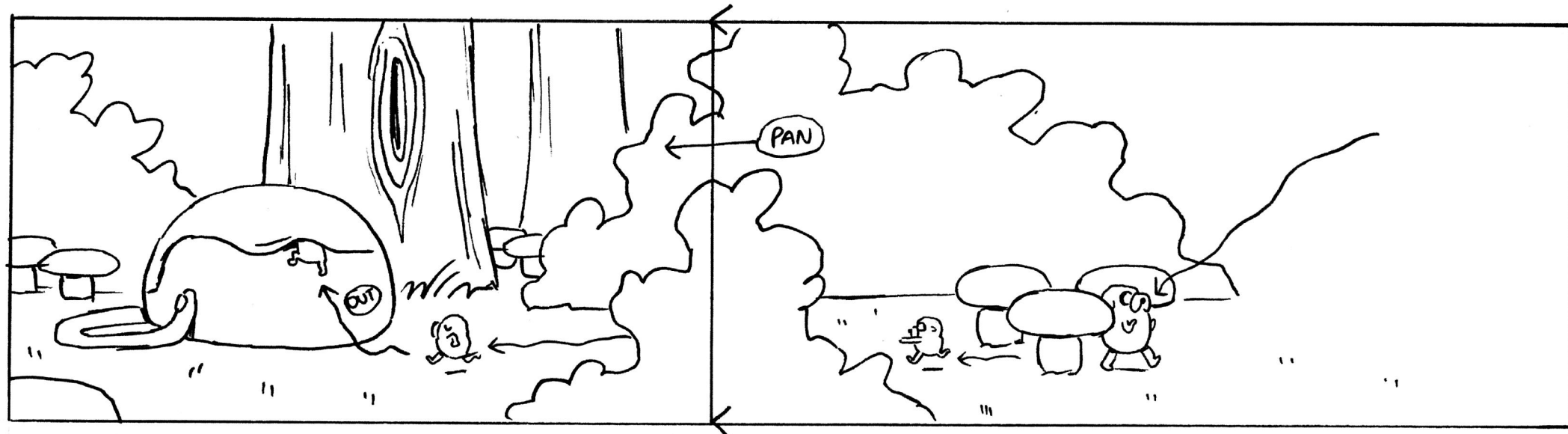
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 139 Pnl. B Bg. day night



STOP

START

Dialog:
⑤ I LOVE MY BLOOOOD
Action: - J. SHRINKS, RUNS, AND CLIMBS INTO PB'S BACKPACK
Timing:

EPISODE # 1034-216
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 186

Sc. 140

Pnl. A

Bg.

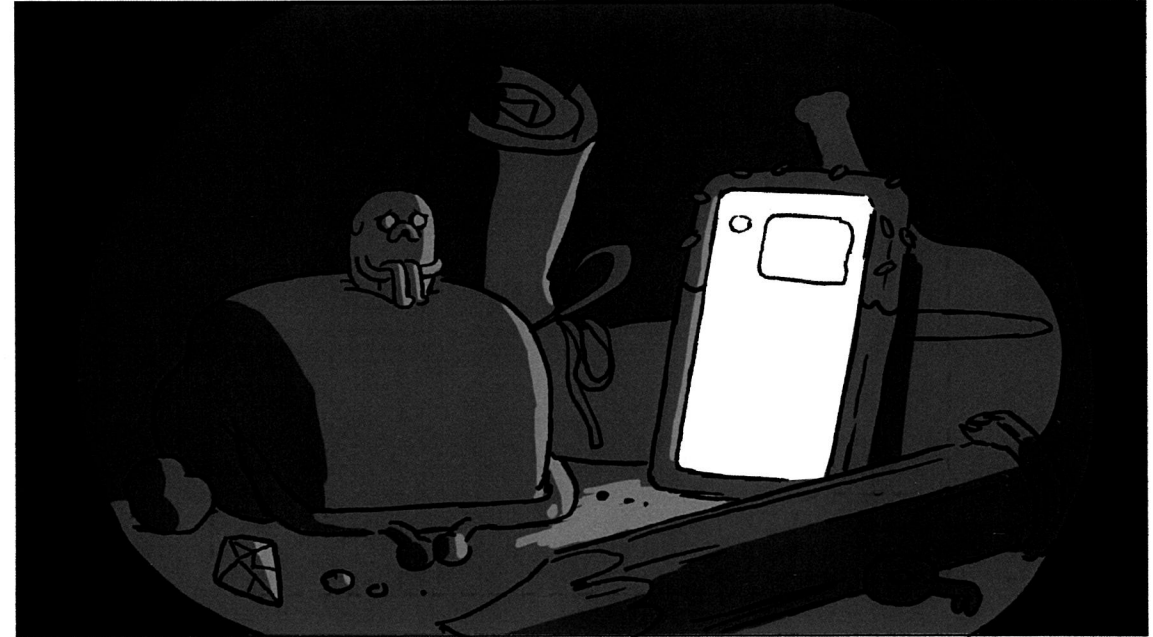
day night

Sc. 140

Pnl. B

Bg.

day night



Dialog:

(SFX) *TEXT TONE*

Action:

- PHONE LIGHTS UP INSIDE OF PB'S BAG

Timing:

EPISODE #

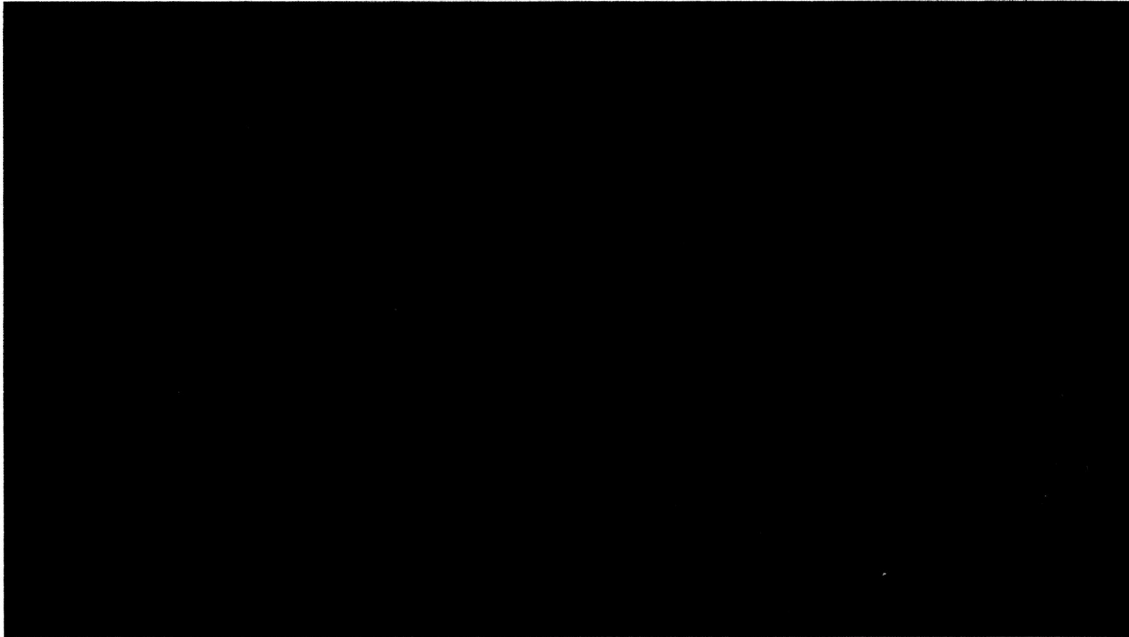
1034-216


Production :

ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night Sc. 142 Pnl. A Bg. day night



Dialog:	
Action:	- J. RISES ON/S - J. TURNS.
Timing:	

1034-216
EPISODE #
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



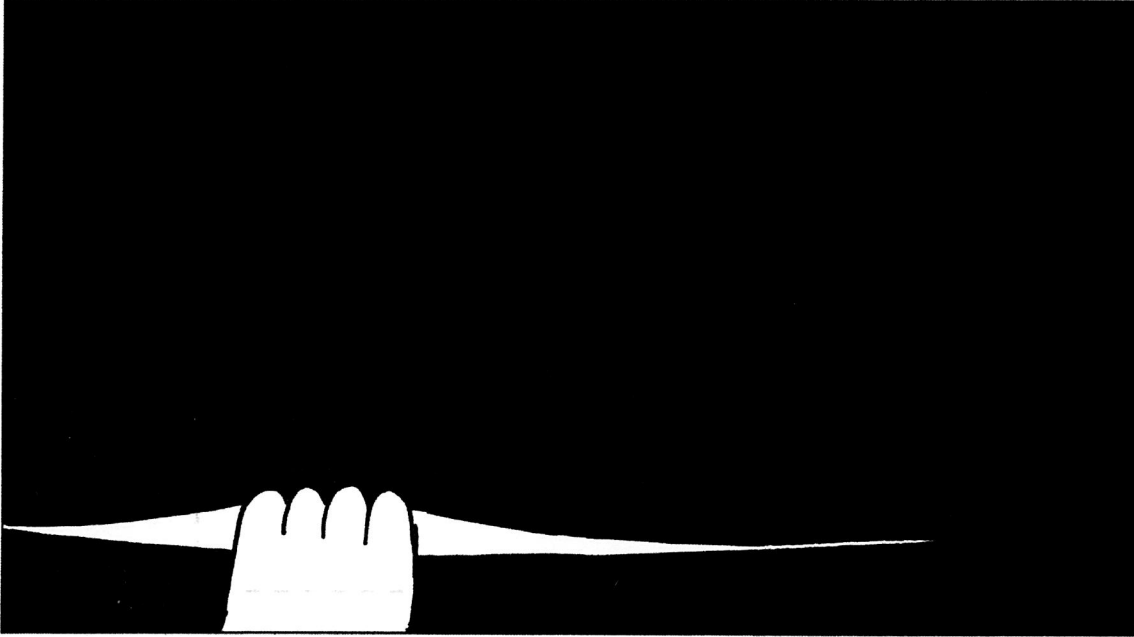
Page 188

Sc. 142

Pnl. B

Bg.

day night

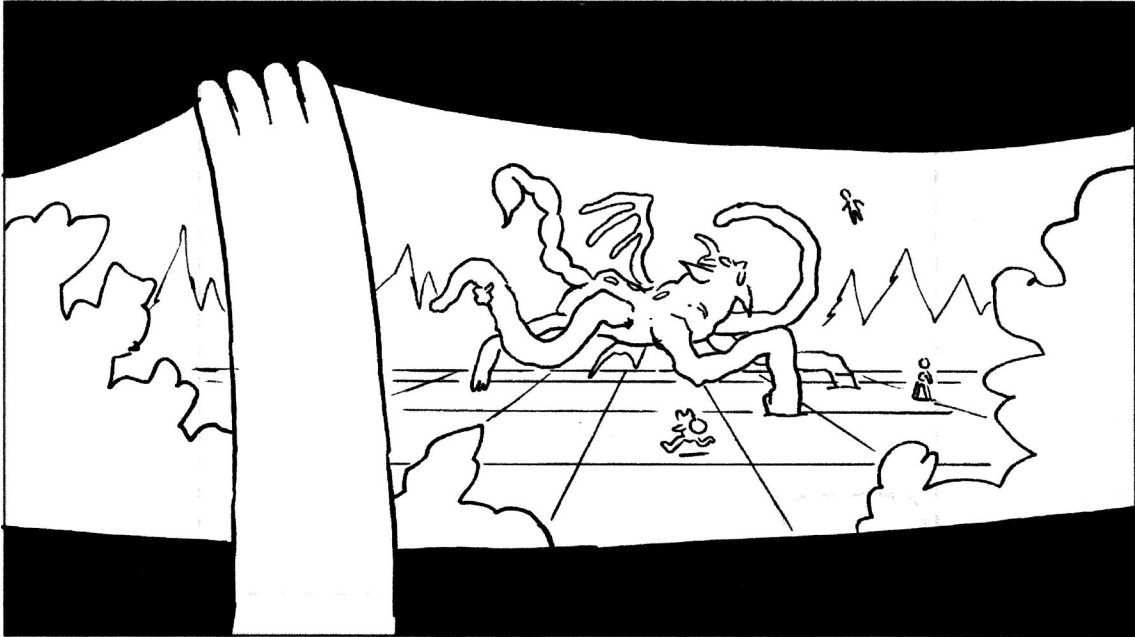



Sc. 142

Pnl. C

Bg.

day night



Dialog:	(SFX) * BATTLE SOUNDS *
	SFX: * WHOOSH *
Action:	- J. OPENS BACKPACK
	- H. SWINGS AT MARCELINE
Timing:	

EPISODE # 1034-216
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

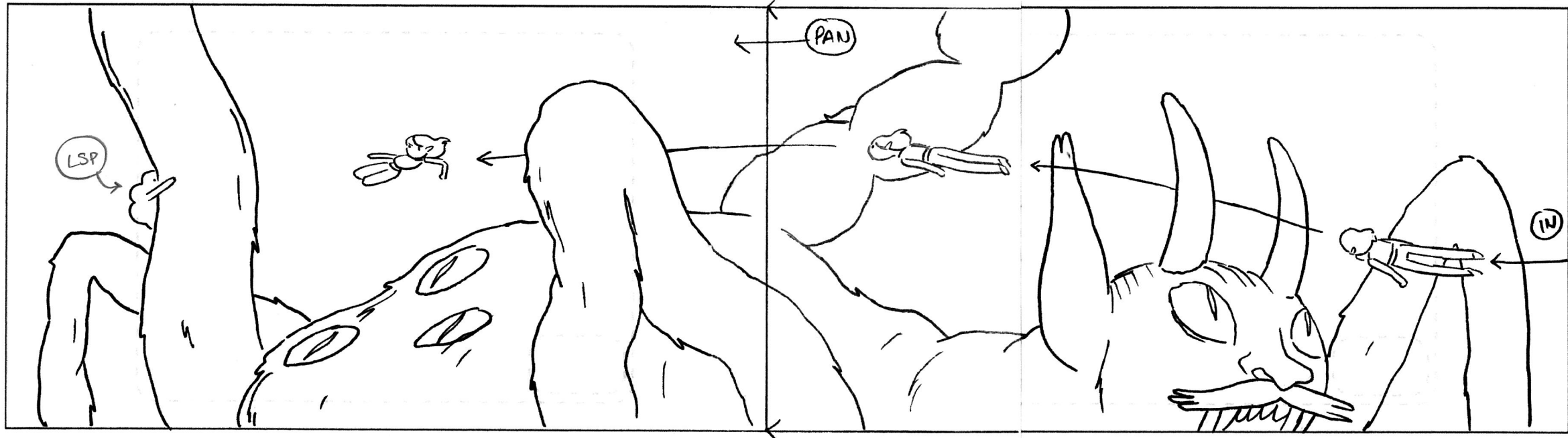


Sc. 143

Pnl. A

Bg.

day night



Dialog: STOP

Action: -M FLIES ON/S, WEAVING PAST HIEROPHANT'S LIMBS

- HEAD TURNS AFTER MARCELINE PASSES

Timing:



START

EPISODE # 1034-216

Production :

ADVENTURE TIME



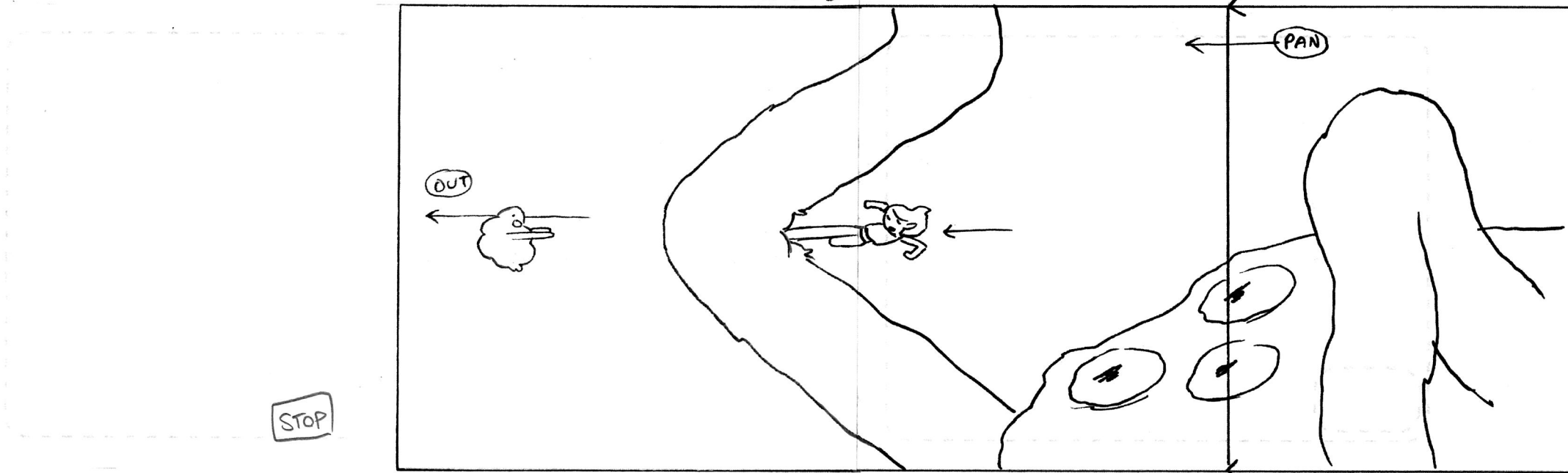
Page 190

SC. 143

Pnl. B

Bg.

day night



Dialog:

(H) * GROAN *
(LSP) WAH

Action:

- M. KICKS TENTACLE, LSP FLIES OFF, PAN W/ MARCELINE.
HIEROPHANT'S EYES WIDEN IN PAIN

Timing:

1034-216

EPISODE #

START

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 143

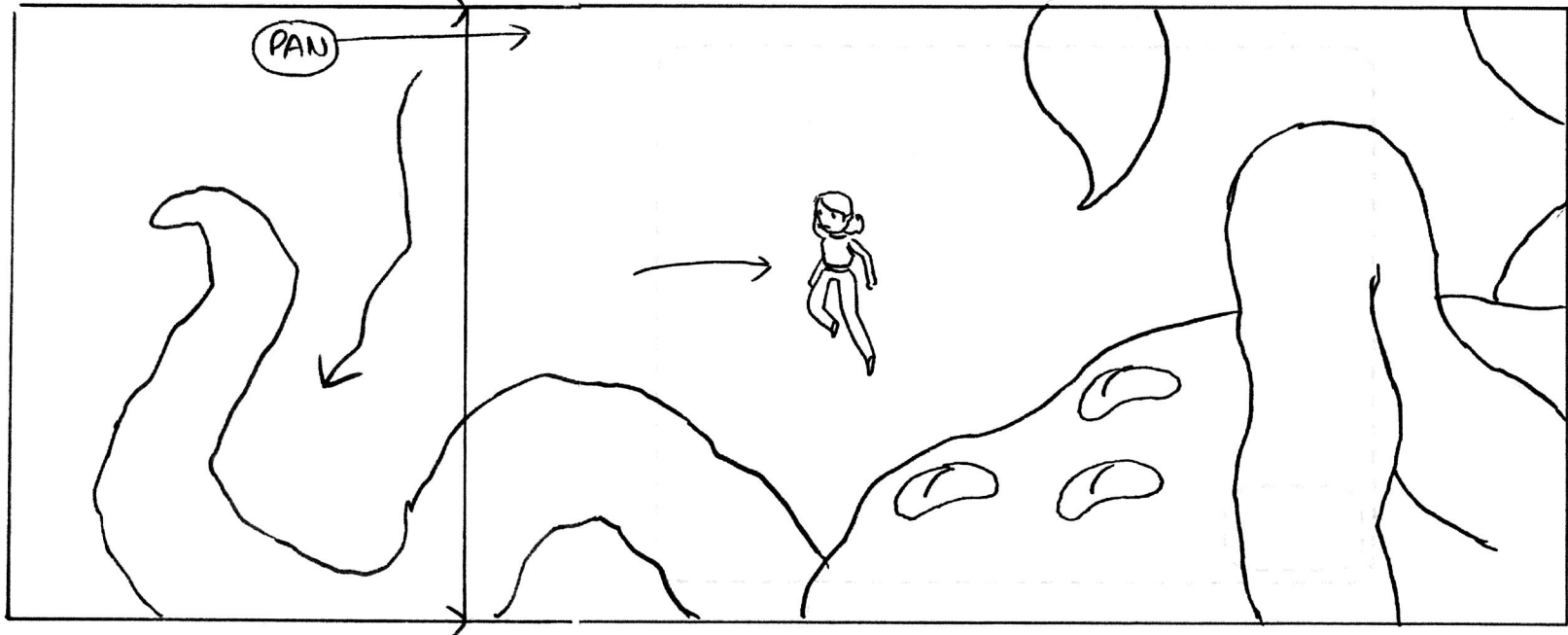
Pnl. C

Bg.

day night

START

PAN



STOP

Dialog:
Action: PAN BACK, SCORPION STING NOW IN VIEW
Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



Page 192

Sc. 143

Pnl. D

Bg.

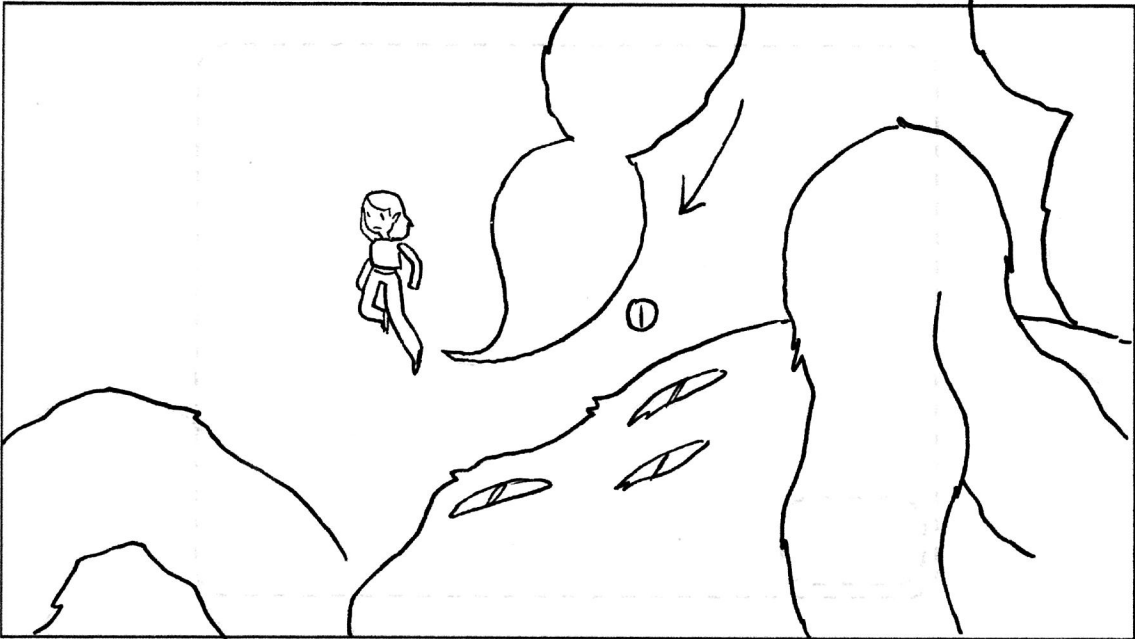
day night

Sc. 144

Pnl. A

Bg.

day night



Dialog:

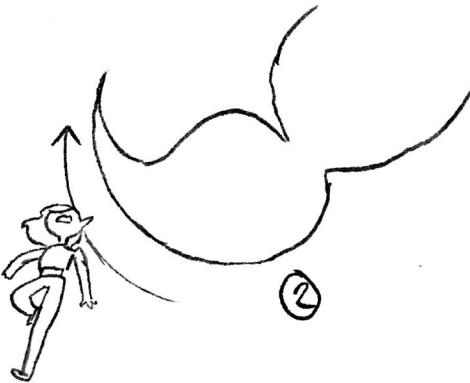
(M) [WHEN SCRATCHED] *PAINED SOUND*

SFX: SHKK!

(M) * VAMPIRE HISS *

Action: STING CREEPS DOWN THEN
FLICKS UP TO SCRATCH M.

Timing:



- M. GRABS
INJURED ARM.



Production :

EPISODE #

1034-216

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 144 Pnl. B Bg. day night



Sc. 144 Pnl. C Bg. day night



Dialog:	(SFX) *TSSSS *
Action:	- GREEN SMOKE FROM SCRATCH
Timing:	

EPISODE # 1034-216
Production :

ADVENTURE TIME

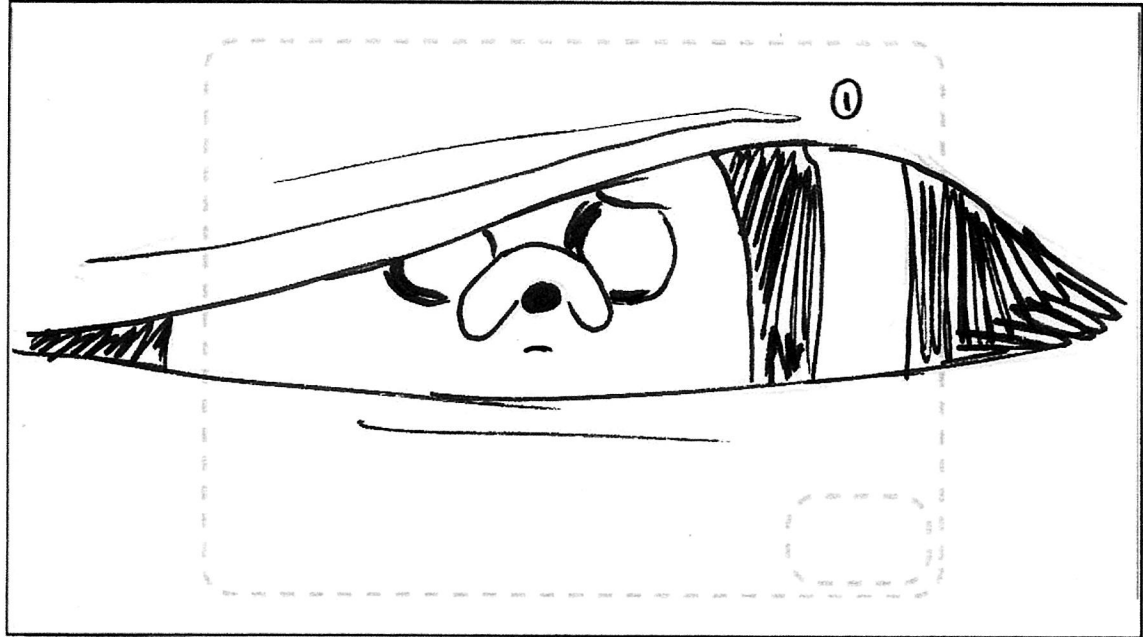


Sc. 145

Pnl. A

Bg.

day night

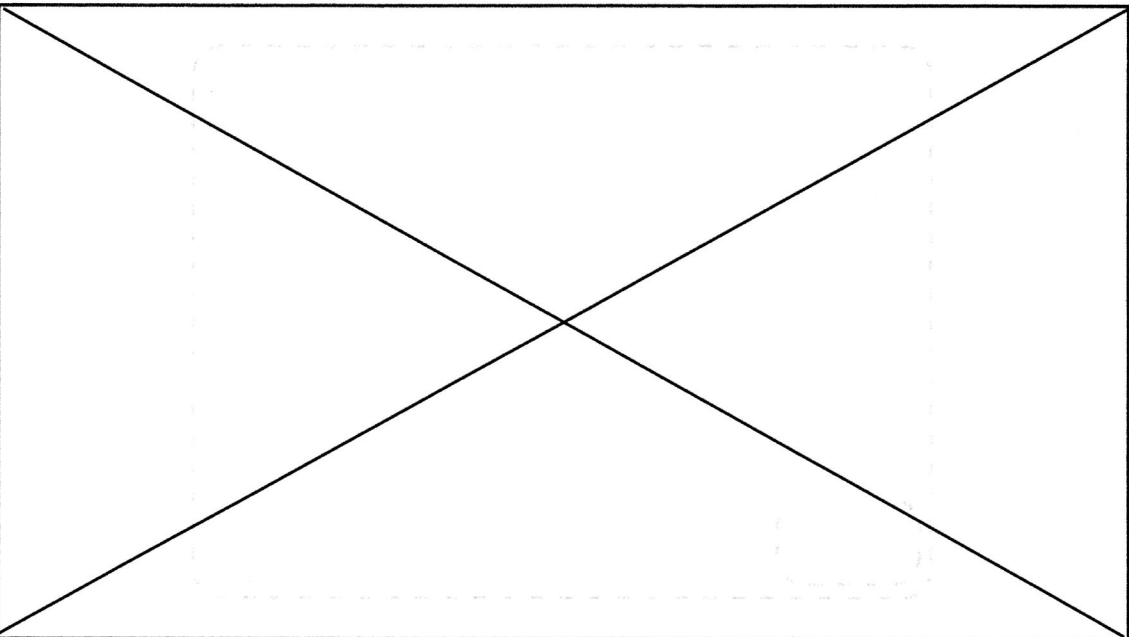


Sc.

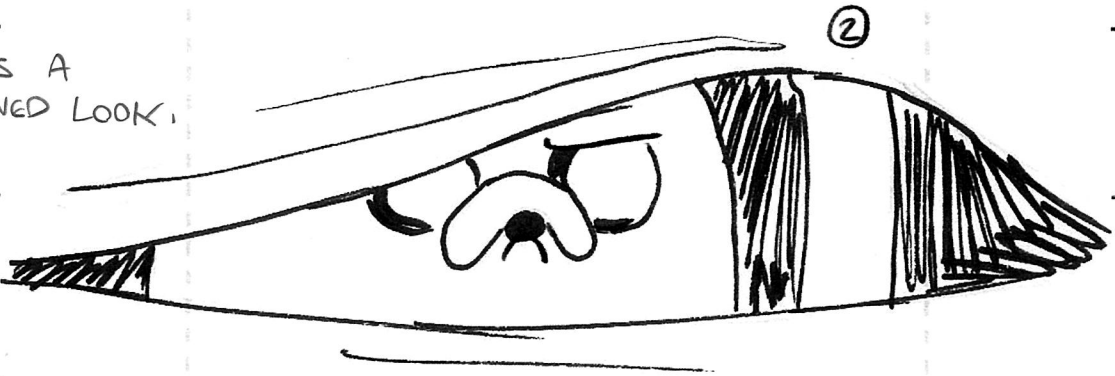
Pnl.

Bg.

day night



Dialog:	
Action:	- J. GETS A DETERMINED LOOK.
Timing:	



EPISODE # **1034-216**
Production :

ADVENTURE TIME



Page 195

Sc. 146

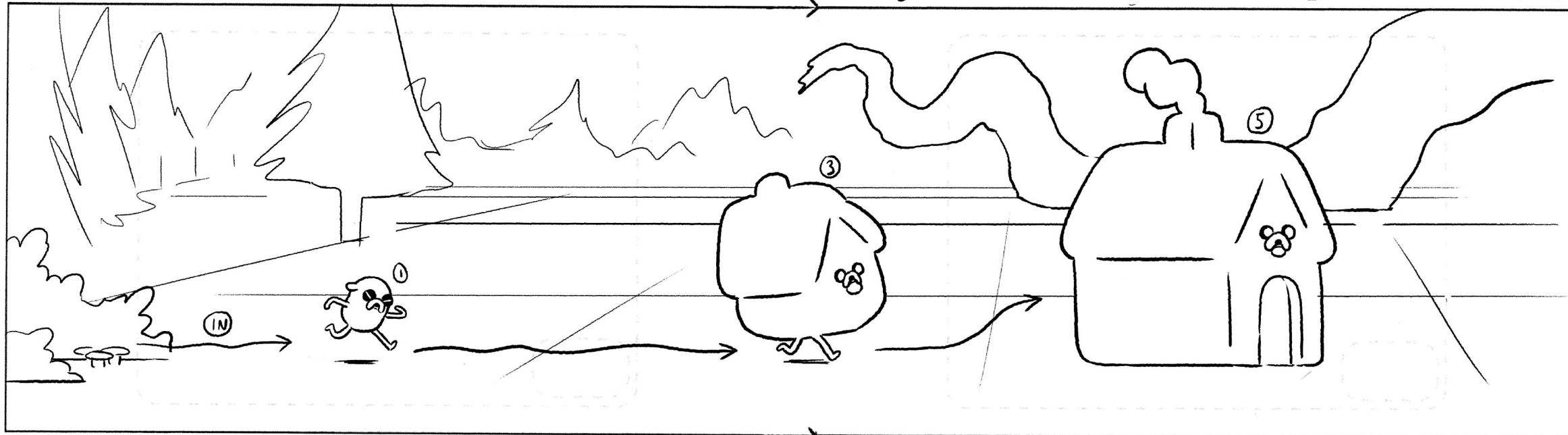
Pnl. A

Bg.

day night

Bg.

day night



Dialog:

① NNN GHHHHH ————— GET IN MEEEE !

Action:

- TRACK JAKE AFTER HE RUNS
OUT OF BUSH

- J. TRANSFORMS INTO HOUSE.

Timing:



EPISODE #

1034-216

STOP

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 196

Sc. 147

Pnl. A

Bg.

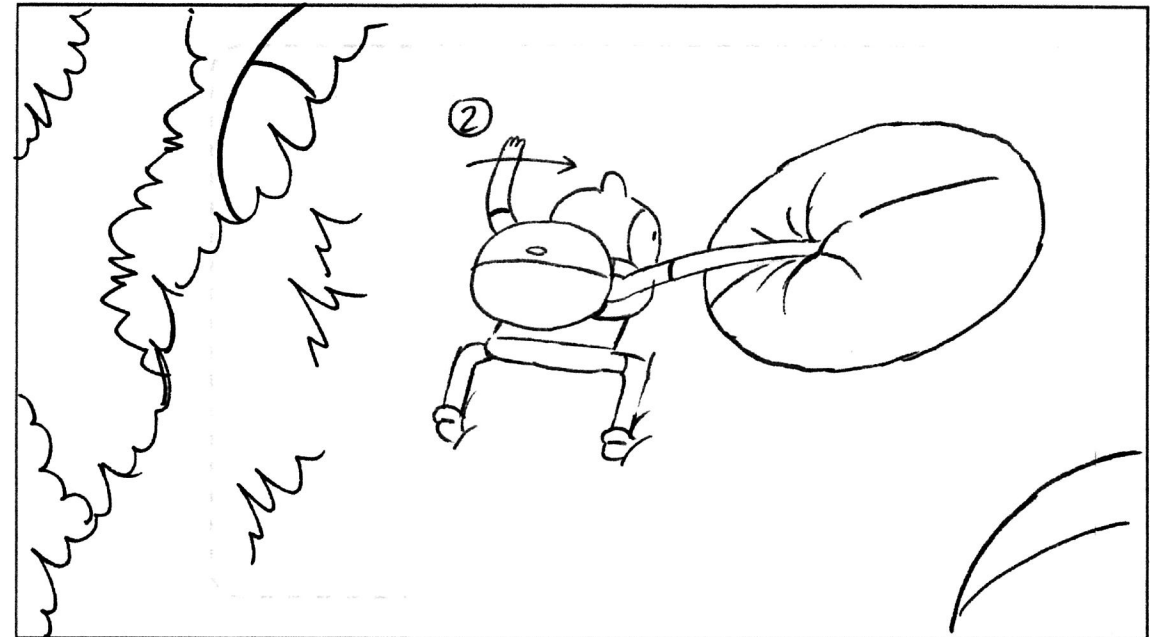
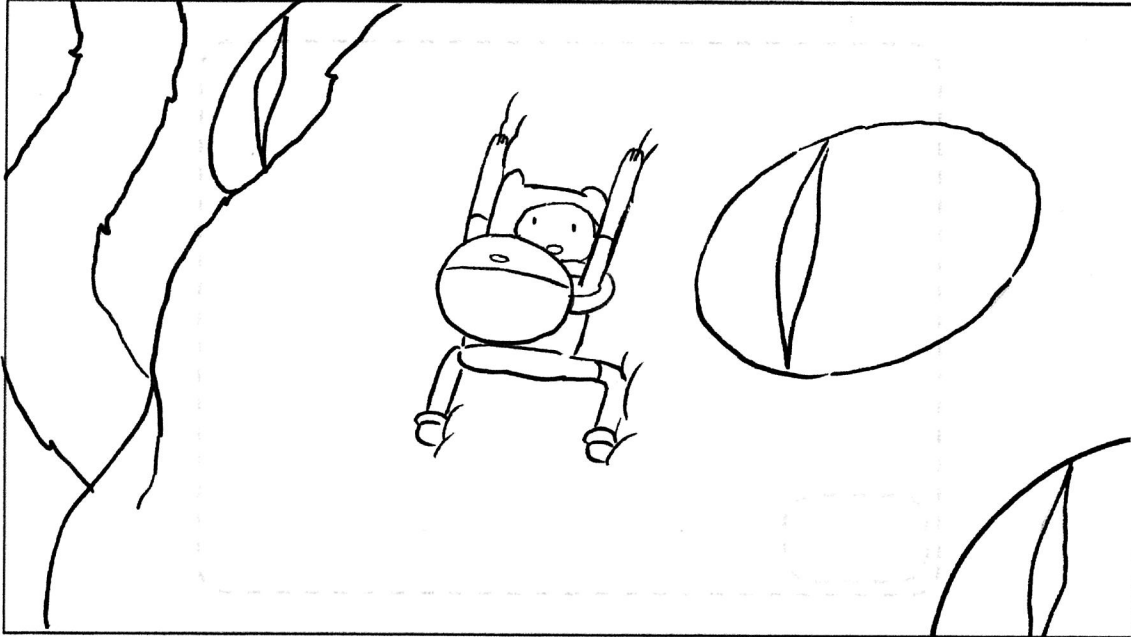
day night

Sc. 147

Pnl. B

Bg.

day night



Dialog:

(H) * ROAR * OW!

Action:

- F. LOOKS BACK.

- F. POKES H. IN THE EYE

Timing:



1034-216

EPISODE #

Production :

ADVENTURE TIME



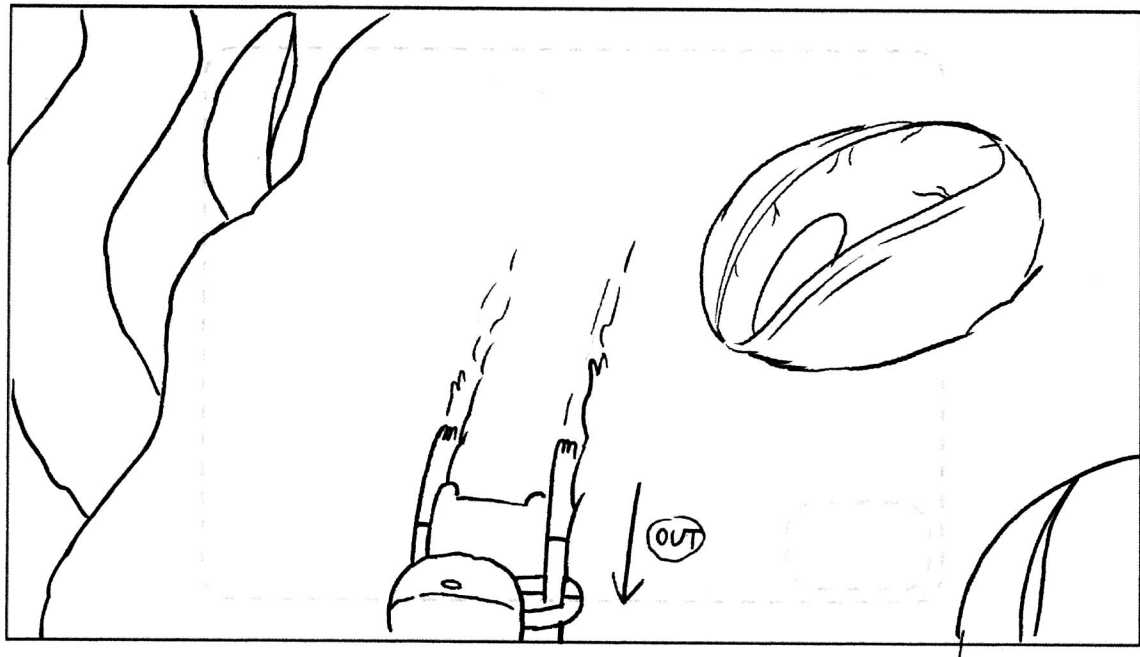
Page 197

Sc. 147

Pnl. C

Bg.

day night

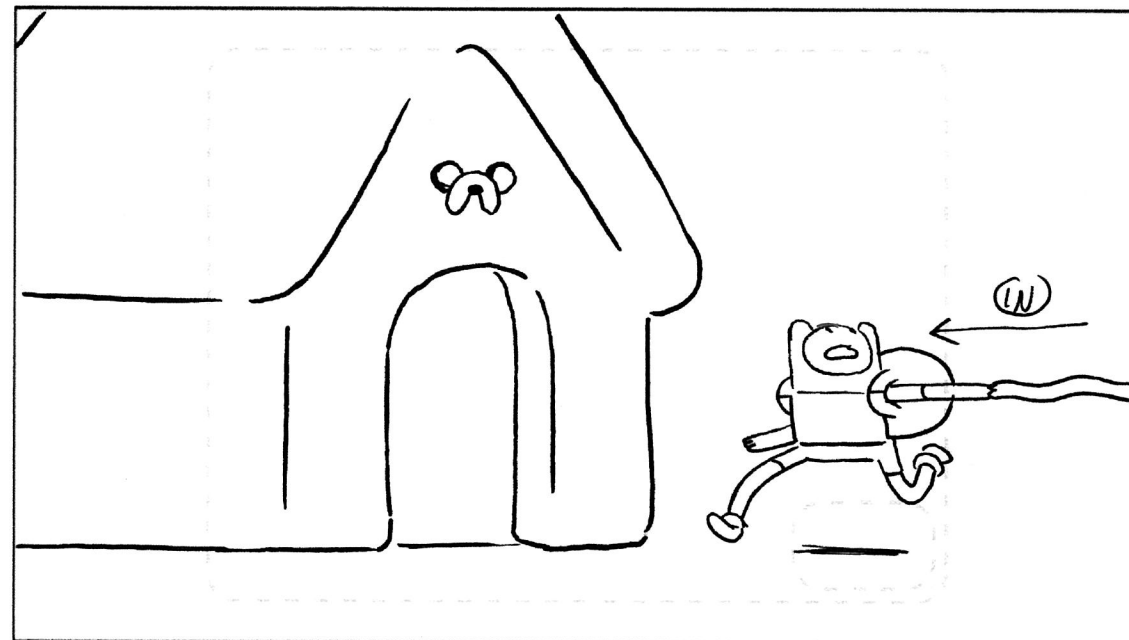


Sc. 148

Pnl. A

Bg.

day night



Dialog:

(H) OWOWOW *DEEP INTAKE OF BREATH* OW!

Action:

-F. SLIDES DOWN OFF/S.

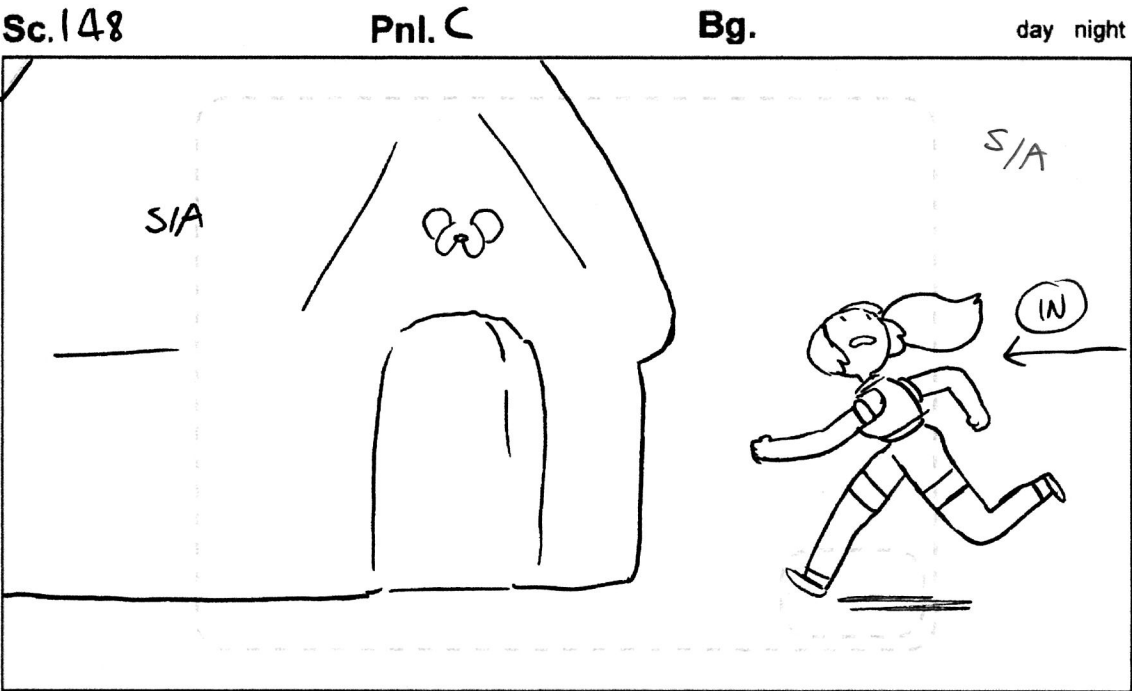
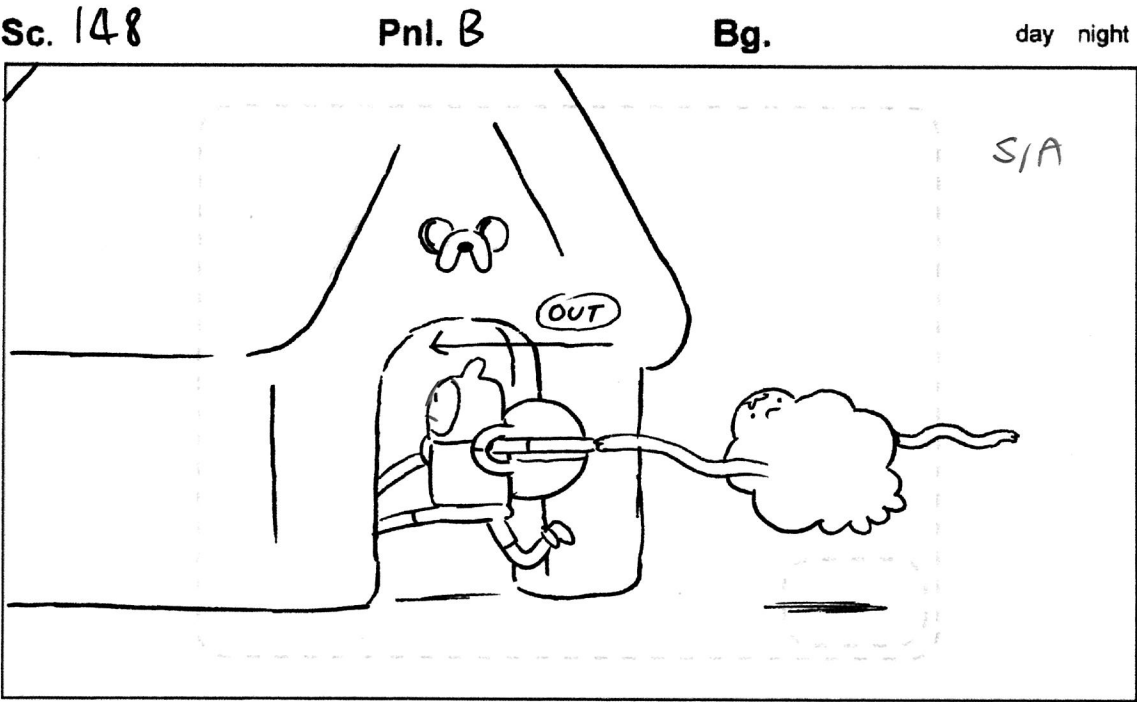
-F. RUNS ON/S

Timing:

EPISODE #
1034-216

Production :

ADVENTURE TIME



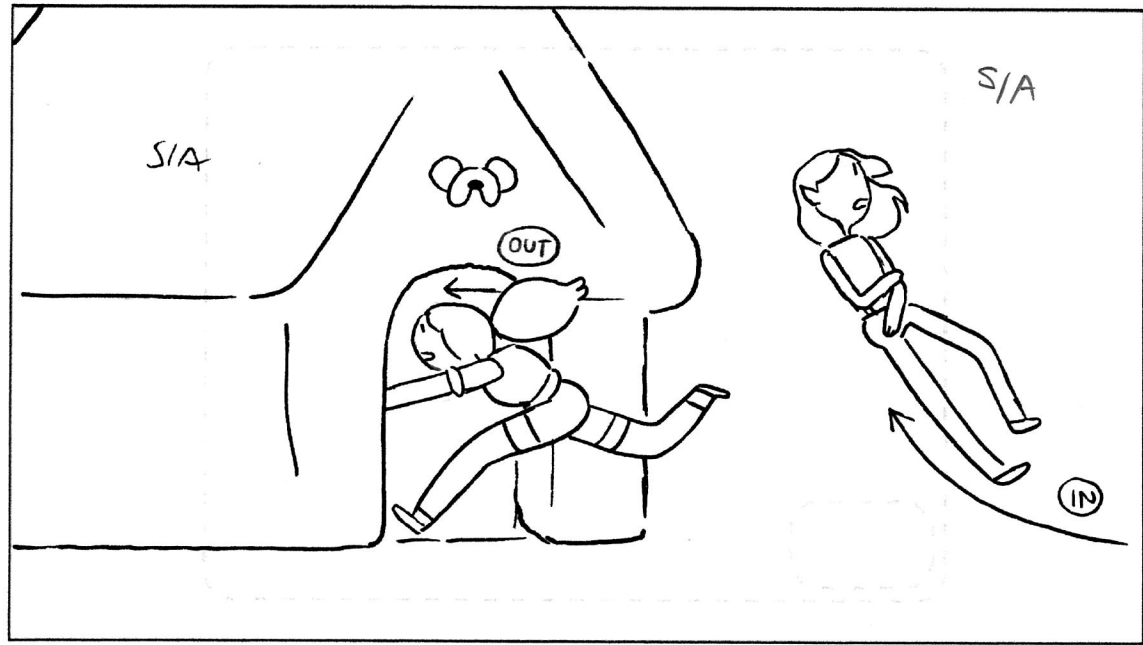
Dialog:
Action: -F, LSP RUN IN HOUSE. -PB RUNS ON/S.
Timing:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 148 Pnl. D Bg. day night



Sc. 148 Pnl. E Bg. day night



Dialog:		
Action:		
- PB RUNS INTO JAKE.	- M. FLIES ON/S.	- M. FLIES INTO JAKE.
Timing:		

EPISODE # 1034-216
Production :

ADVENTURE TIME



Page 200

Sc. 148	Pnl. F	Bg.	day	night	Sc. 148	Pnl. G	Bg.	day	night

Dialog:	<u>SFX:</u> * WHOOOSH! *	
Action:	-H. LUNGES ON/S.	-H. SCREECHES TO A HALT AT DOOR
Timing:		

EPISODE # 1034-216
Production :

ADVENTURE TIME



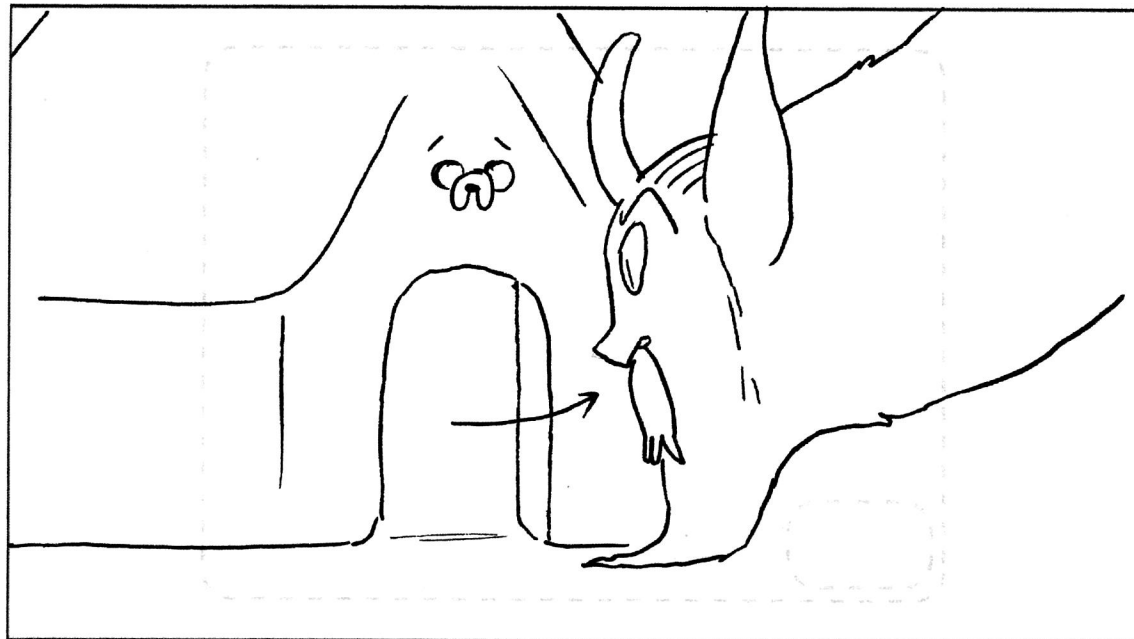
Page 201

Sc. 148

Pnl. H

Bg.

day night



Sc. 148

Pnl. I

Bg.

day night



Dialog:

Ⓜ MAY I COME IN?

Action:

- H. RECOILS/ BACKS AWAY

Timing:

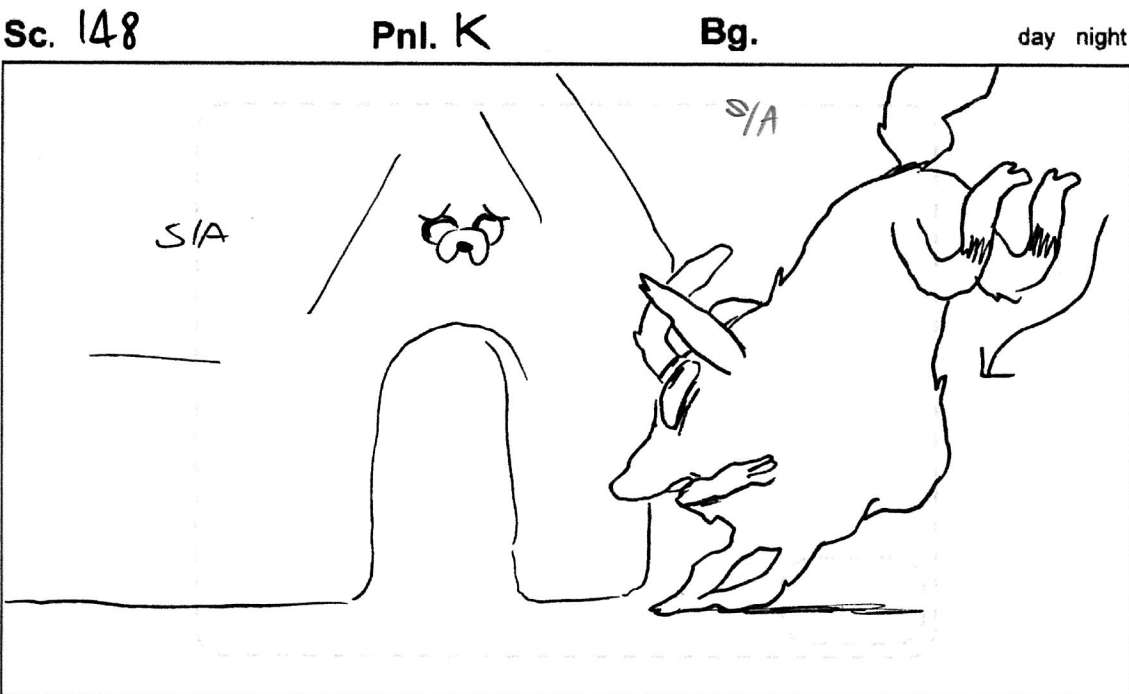
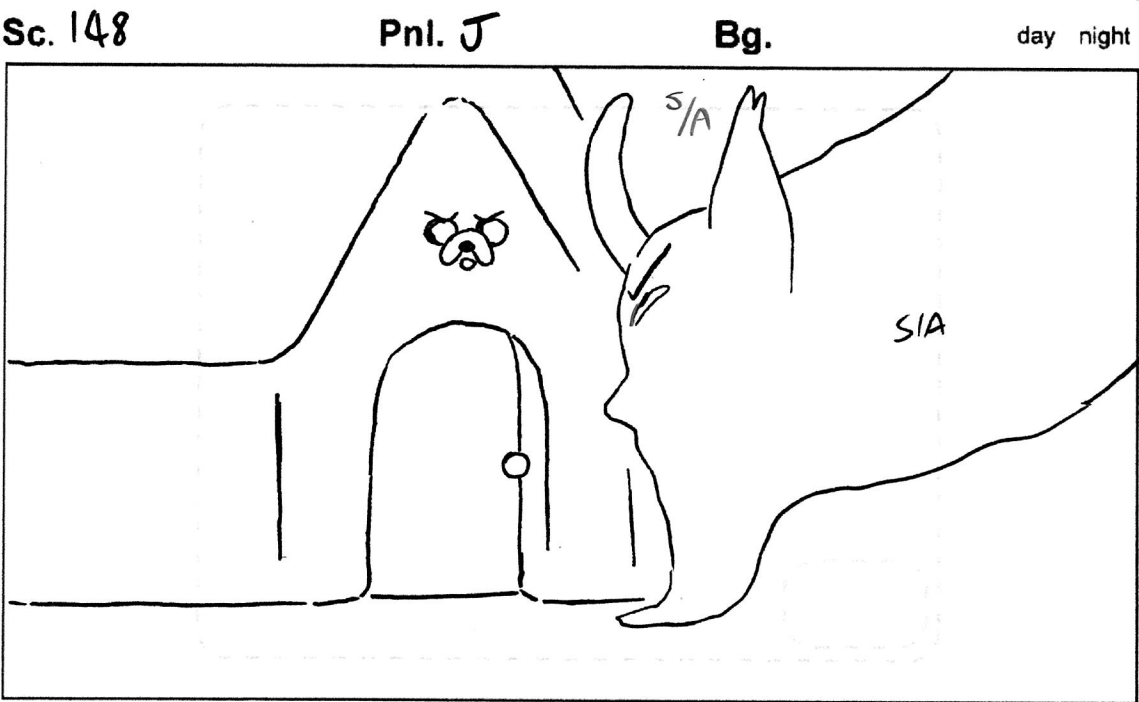
Production :

EPISODE #

1034-216

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

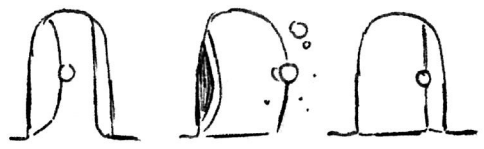
① NO.

Action:

DOOR SLAMS SHUT

Timing:

- H. SHAPESHIFTS
- WOLF BUTT DESCENDS FROM DIS



EPISODE # 1034-216

Production :

ADVENTURE TIME



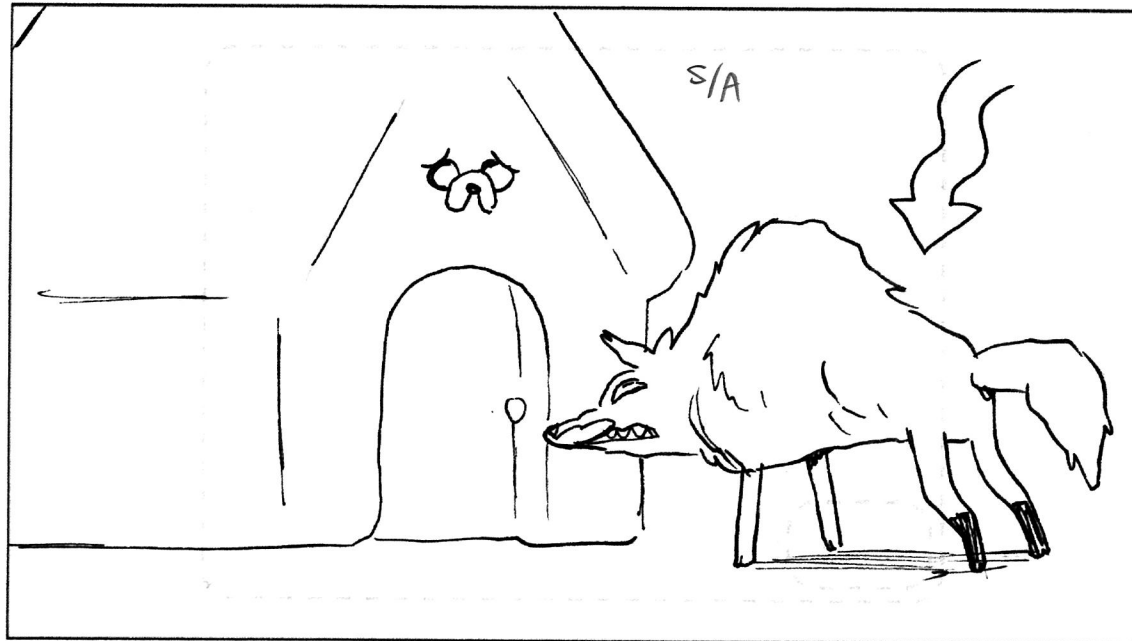
Page 203

Sc. 148

Pnl. L

Bg.

day night

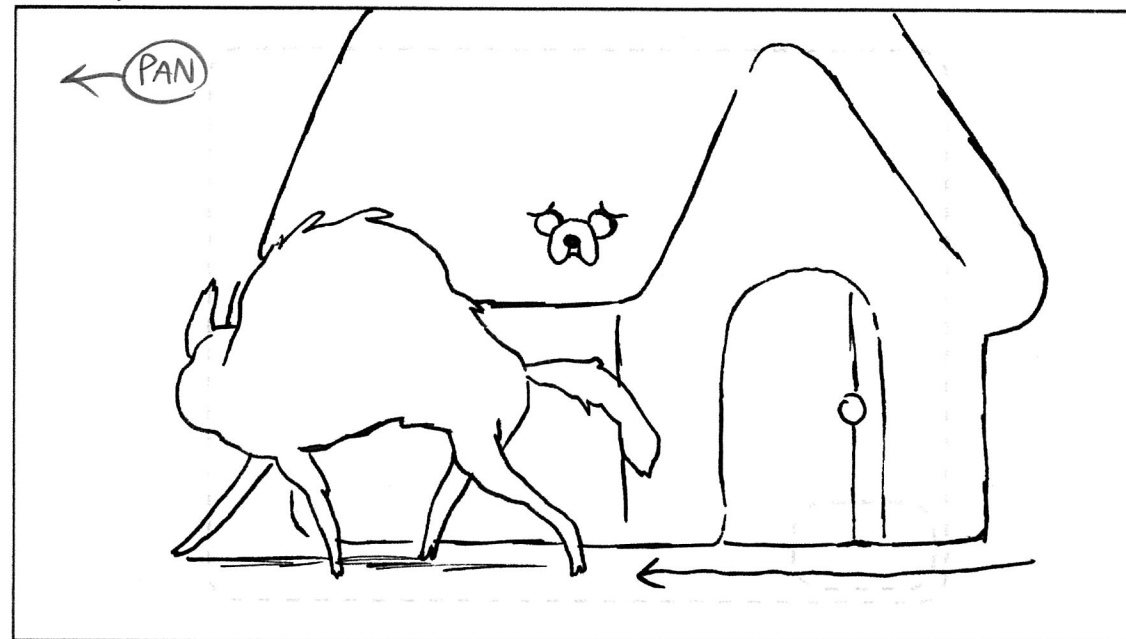


Sc. 148

Pnl. M

Bg.

day night



Dialog:

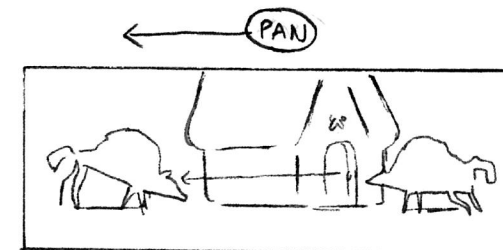
(H) * WOLF GROWL *

Action:

- H. FORMS INTO WOLF

- H. STALKS AROUND JAKE.

Timing:



Production :

EPISODE #

1034-216

ADVENTURE TIME



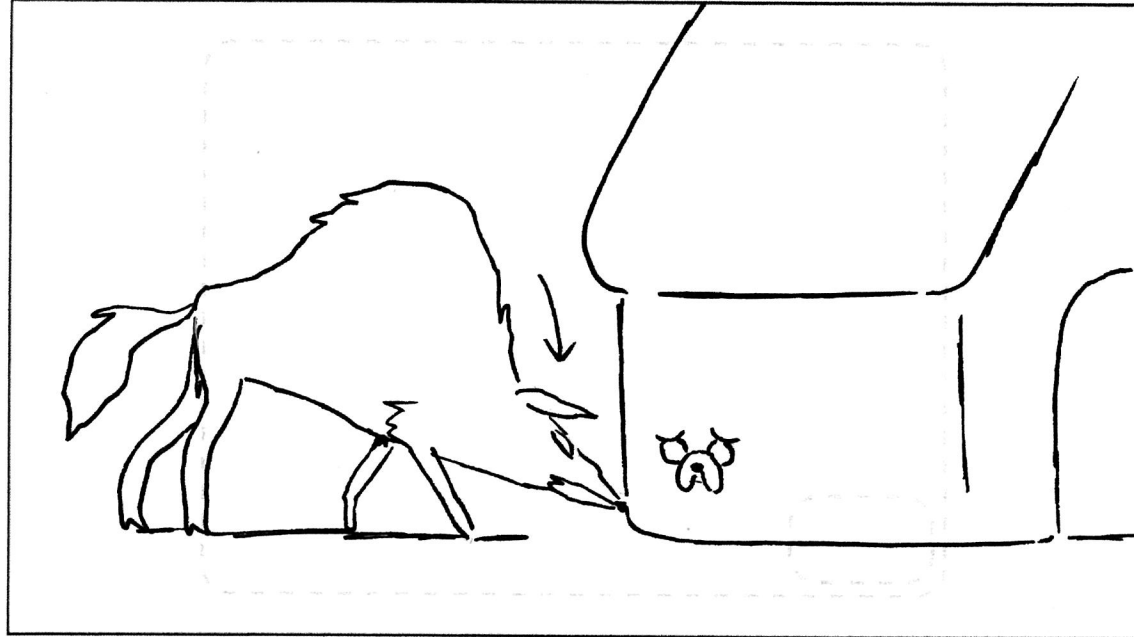
Page 204

Sc. 148

Pnl. N

Bg.

day night

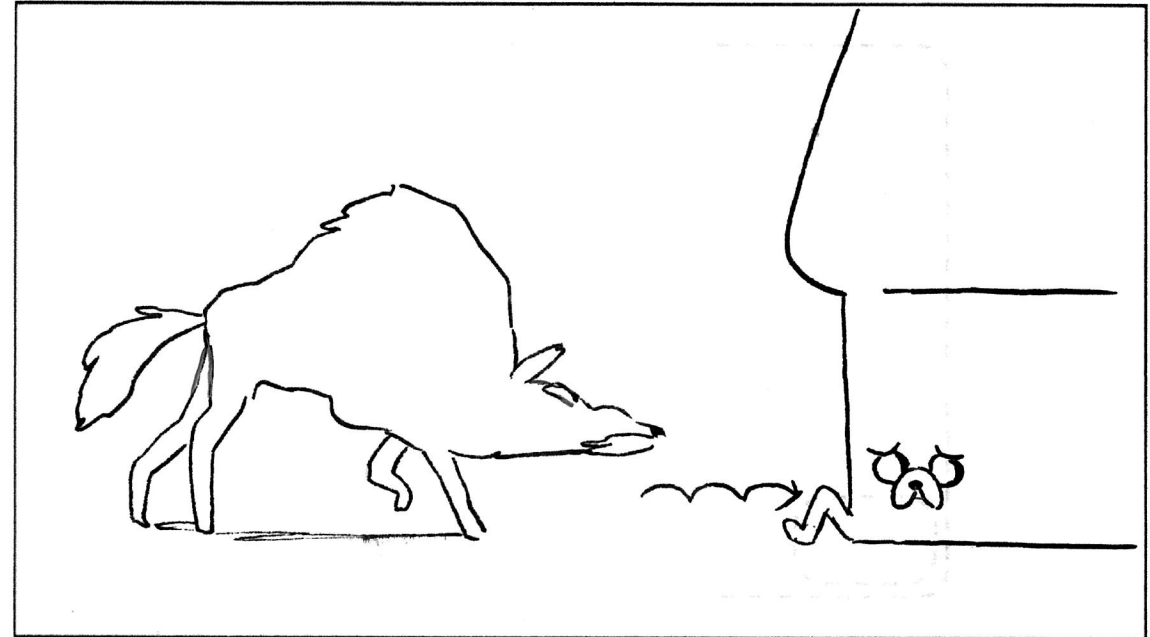


Sc. 148

Pnl. O

Bg.

day night



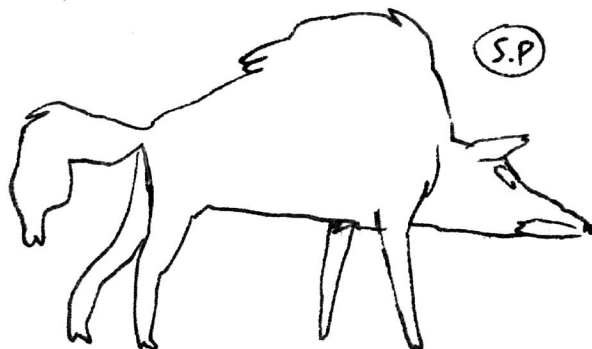
Dialog:

(H) * SNIFF SNIFF *

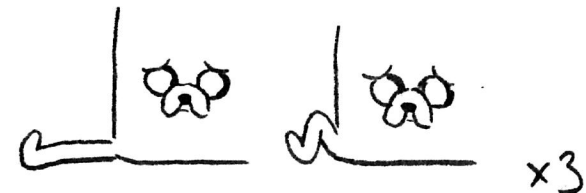
SFX: * SHF-FFFF *

Action:

Timing:



- JAKE SCOTS
BACKWARDS WITH
LITTLE LEG



1034-216

EPISODE #

Production :

ADVENTURE TIME

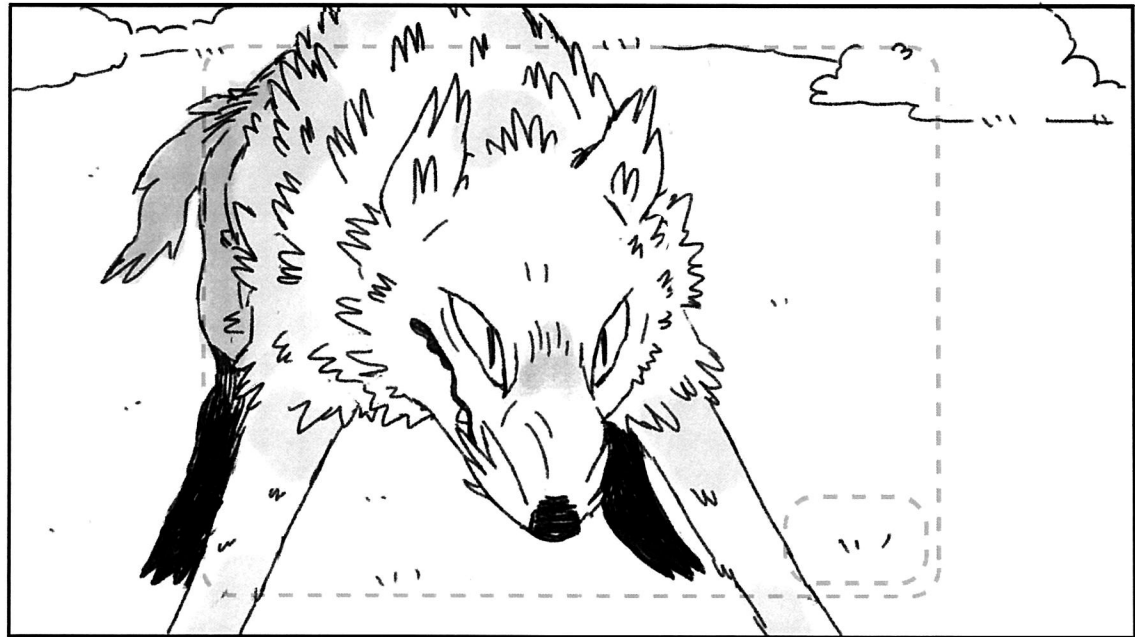


Sc. 149

Pnl. A

Bg.

day night

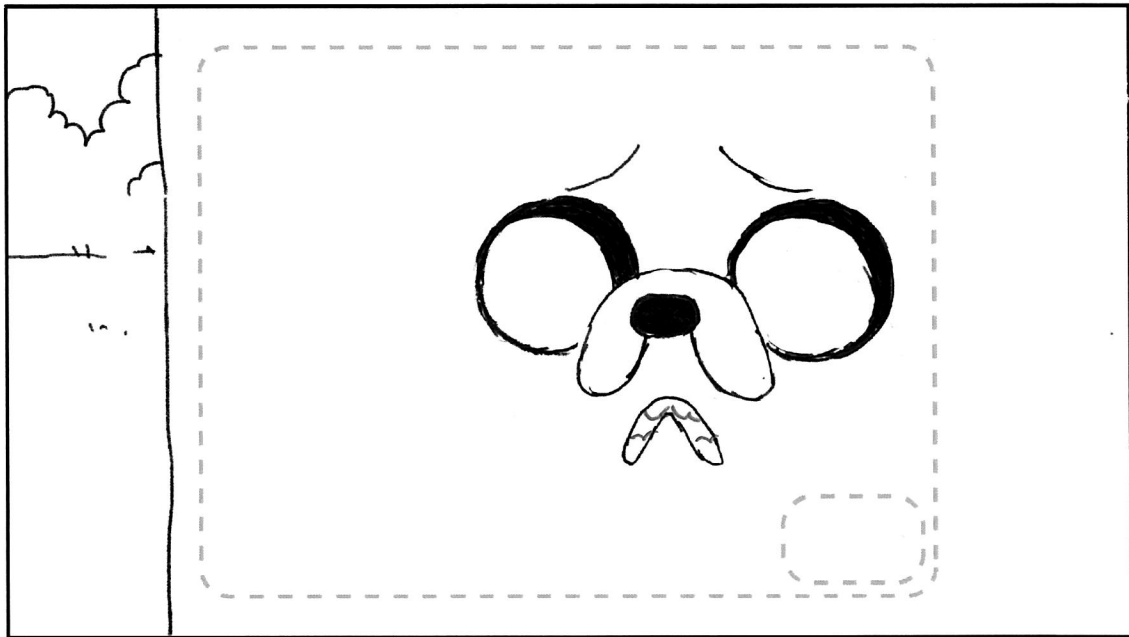


Sc. 150

Pnl. A

Bg.

day night



Dialog:

H / GRRRR ...

J / GRR?!

Action:

-JAKE MEEKLY GROWLS BACK,

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



Sc. 151	Pnl. A	Bg.	day night	Sc. 151	Pnl. B	Bg.	day night

Dialog:	<div><div>H: LET ME IN!</div><div>J / NOT GONNA HAPPEN, MAN! (SCARED, TRYING TO BE TOUGH)</div></div>
Action:	<div>- H WALKS CLOSER.</div>
Timing:	

ADVENTURE TIME

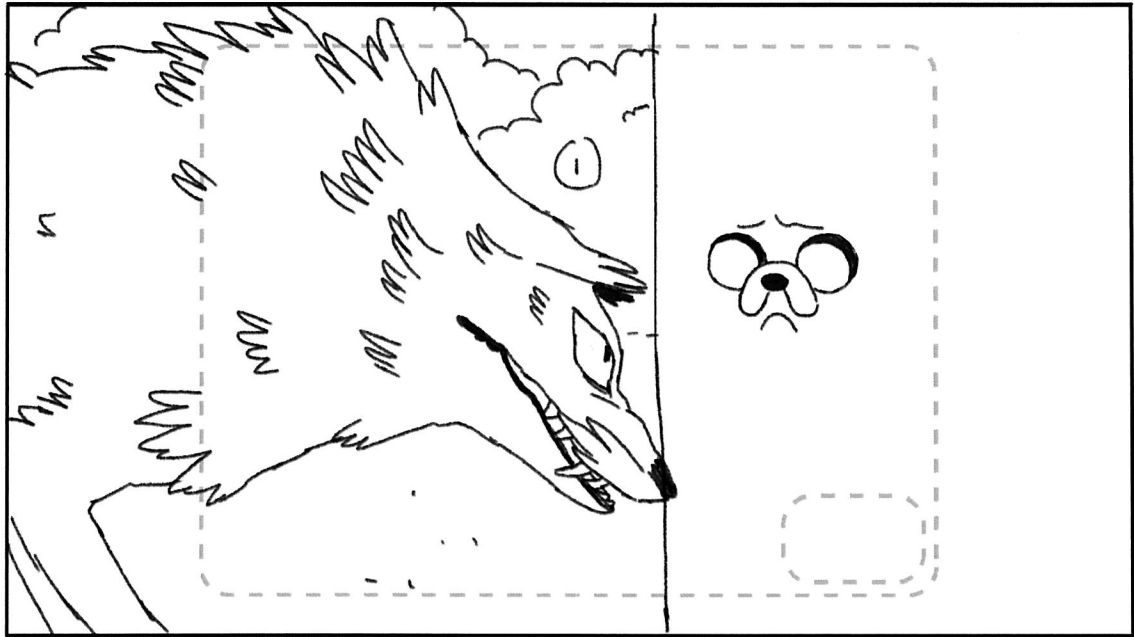


Sc. 152

Pnl. A

Bg.

day night

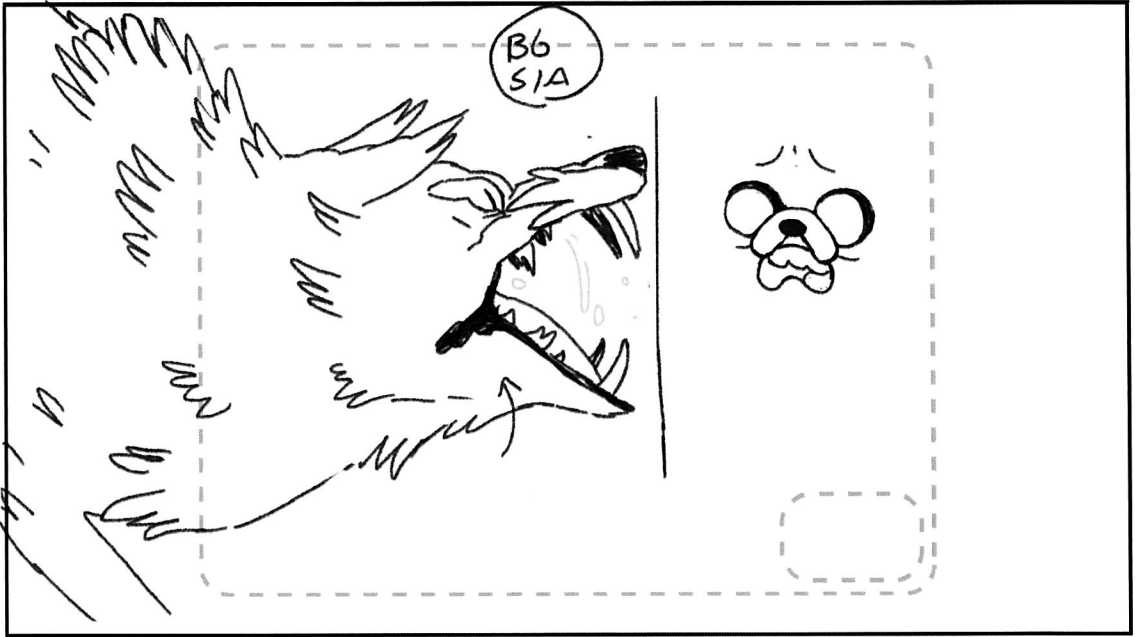


Sc. 152

Pnl. B

Bg.

day night



Dialog:

H/ WE'LL SEE ABOUT THAT.

J/ EEK!

Action:

-H. OPENS JAWS,

Timing:



1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 152

Pnl. C

Bg.

day night

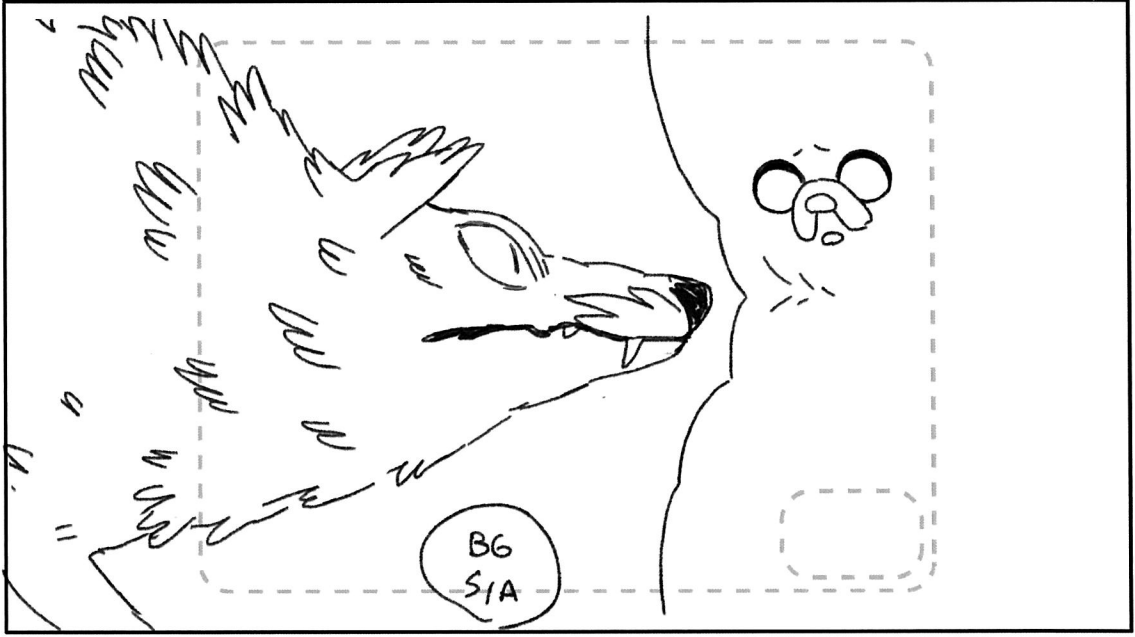


Sc. 152

Pnl. D

Bg.

day night



Dialog:
SFX / * SNAP! *
Action:
— H CHOMPS DOWN, J PULLS BACK JUST IN TIME
BEAT
Timing:

1034-216
EPISODE #
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

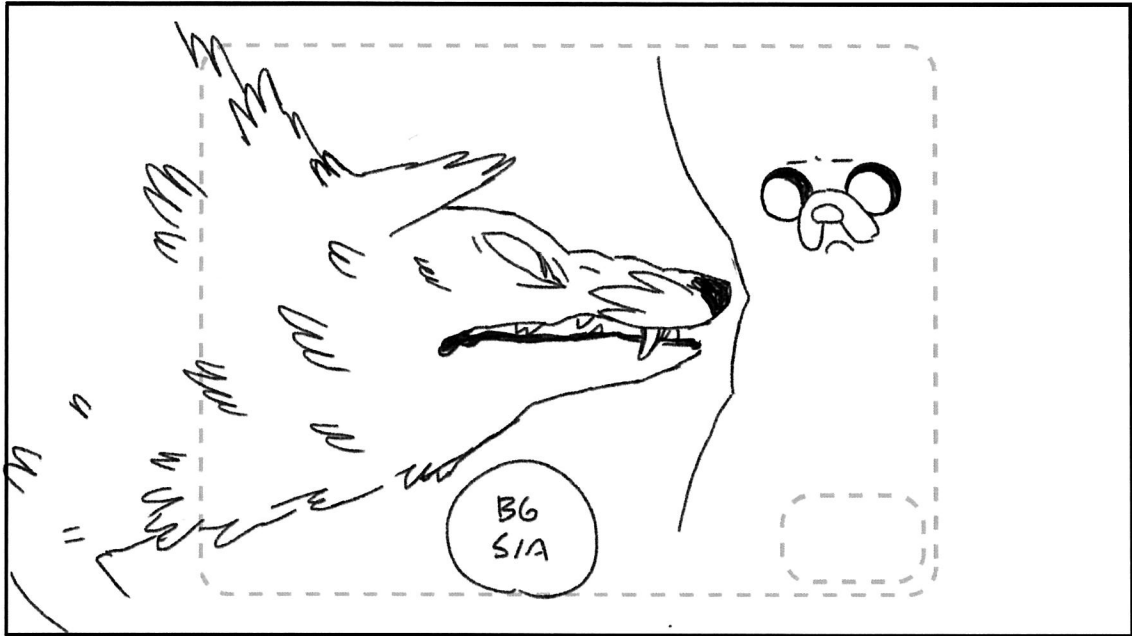


Sc. 152

Pnl. E

Bg.

day night

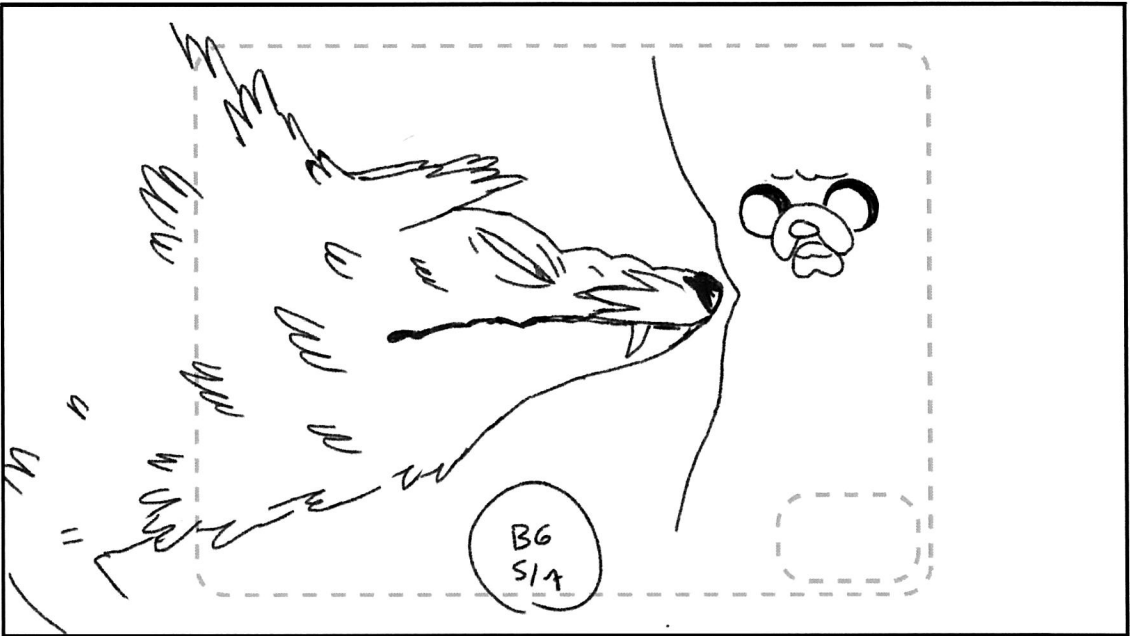


Sc. 152

Pnl. F

Bg.

day night



Dialog:

H/ WHAT SORT OF CREATURE ARE YOU?

J/ ... VH, I'M A MAGIC DOG WITH MAGIC BLOOD
THAT WOULD PROBABLY KILL YOU!

Action:

(FALSE CONFIDENCE)

Timing:

Production :

EPISODE #

1034-216

c. 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



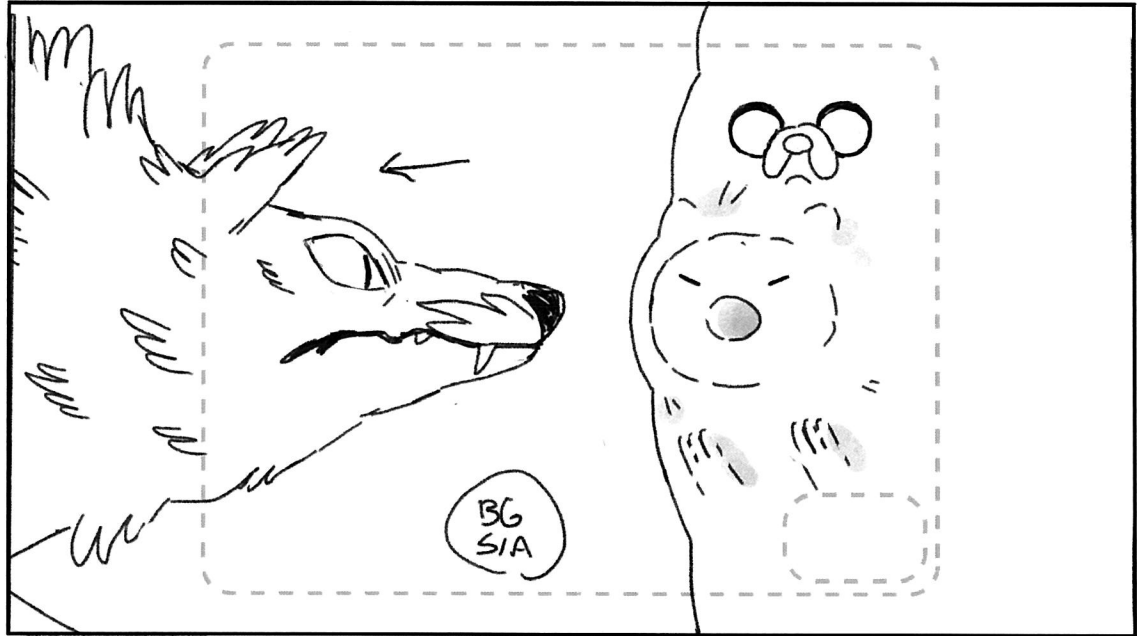
Page 210

Sc. 152

Pnl. G

Bg.

day night

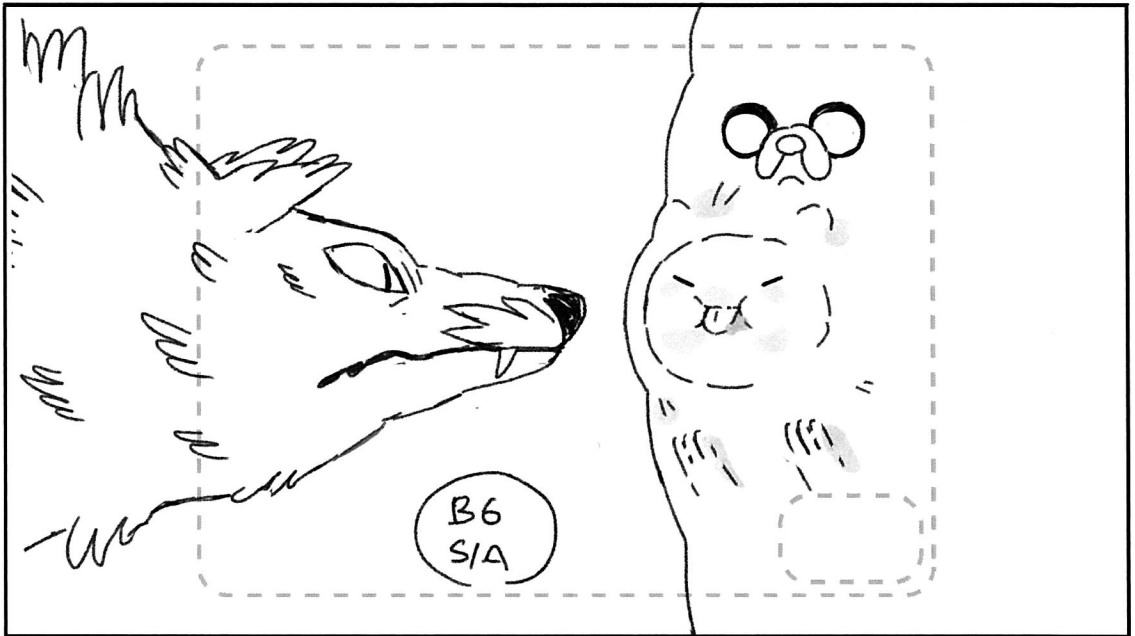


Sc. 152

Pnl. H

Bg.

day night



Dialog:

F/ I'VE GOT GALLONS AND GALLONS OF WARM
RED TEENAGE BLOOD AND YOU CAN'T HAVE IT!!

F/ *FART NOISE*

Action:

- F PUSHES AGAINST J WALL

Timing:



Production :

EPISODE #

1034-216

ADVENTURE TIME

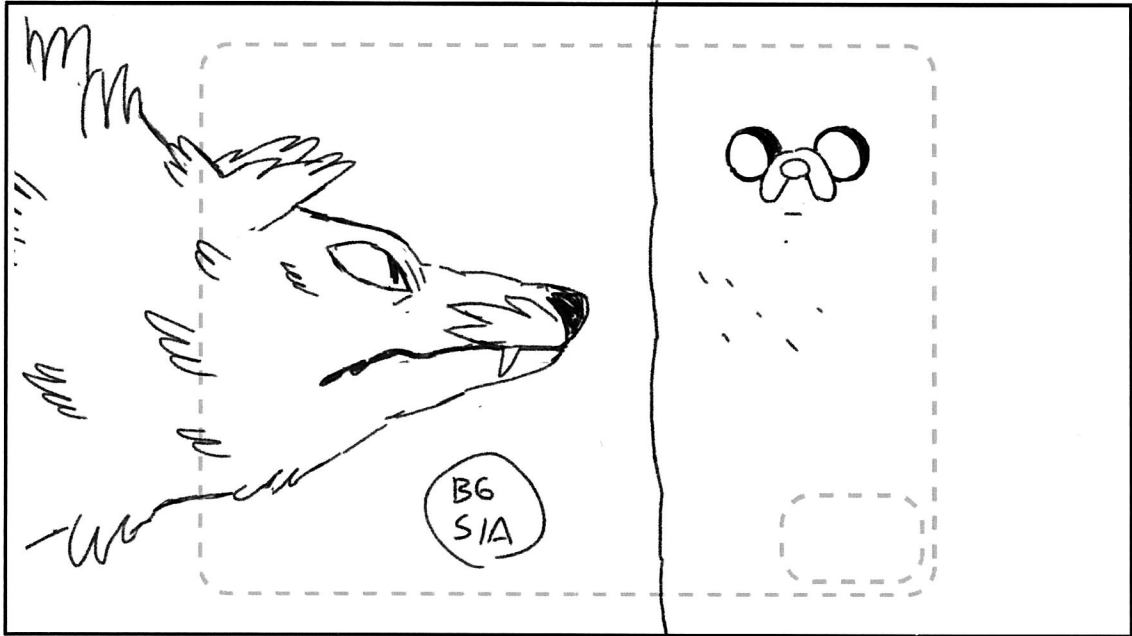


Sc. 152

Pnl. 1

Bg.

day night

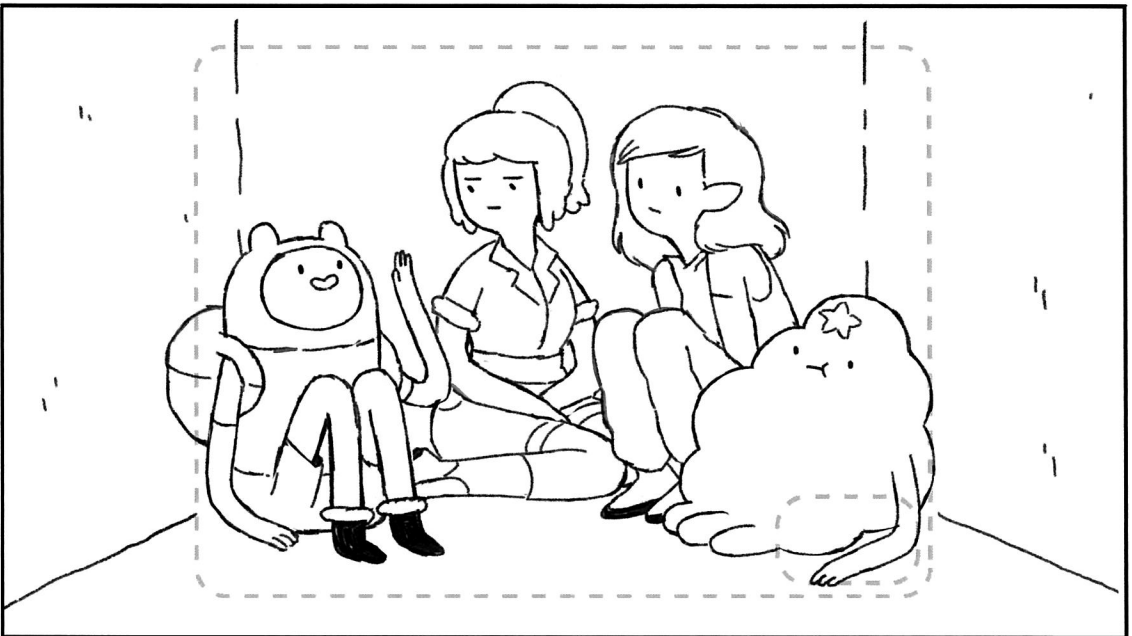


Sc. 153

Pnl. A

Bg.

day night



Dialog:	F/ EHH? YEAH?
Action:	- FINN PULLS AWAY FROM WALL.
Timing:	

1034-216

EPISODE #

Production :

ADVENTURE TIME

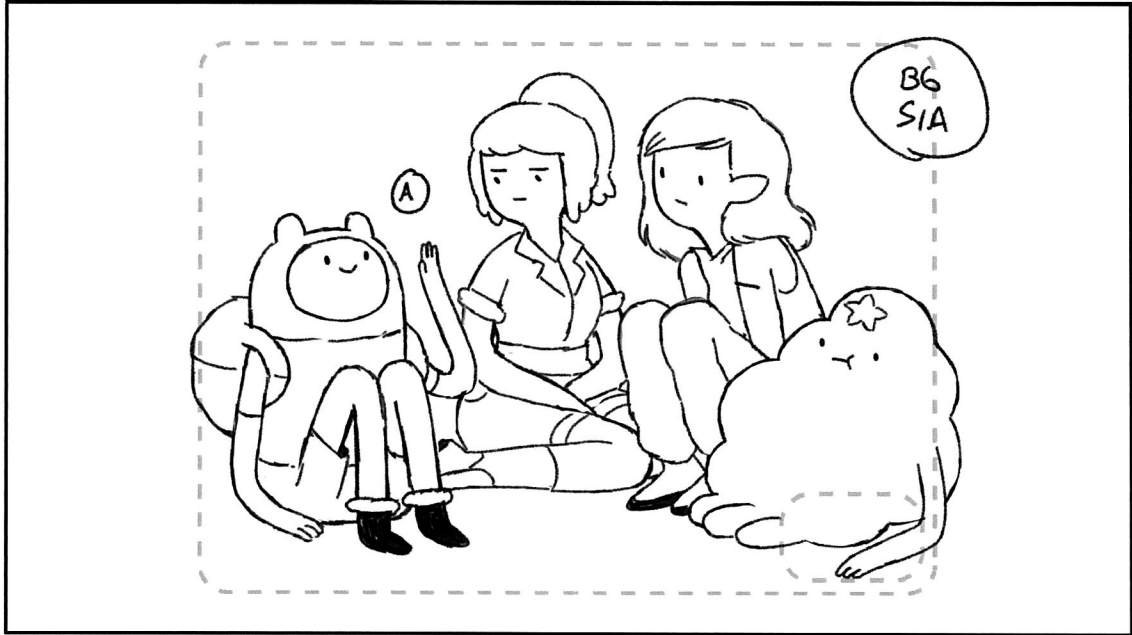


Sc. 153

Pnl. B

Bg.

day night

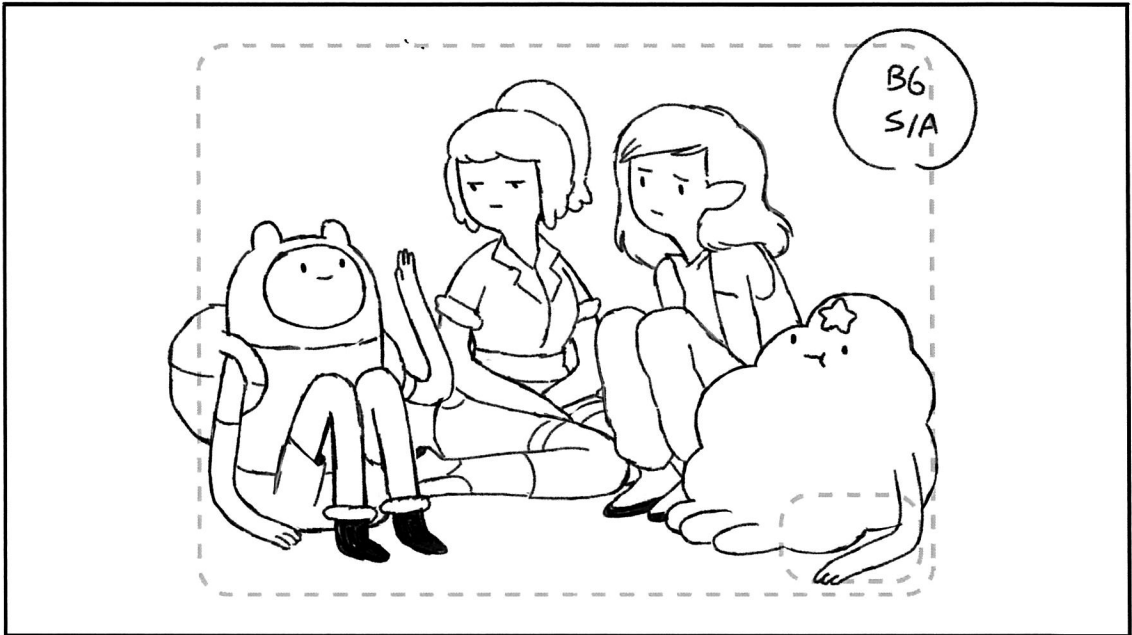


Sc. 153

Pnl. C

Bg.

day night



Dialog:

Action:



F LOOKS @ HAND THEN BACK TO PB (A, B, A)

Timing:

1034-216

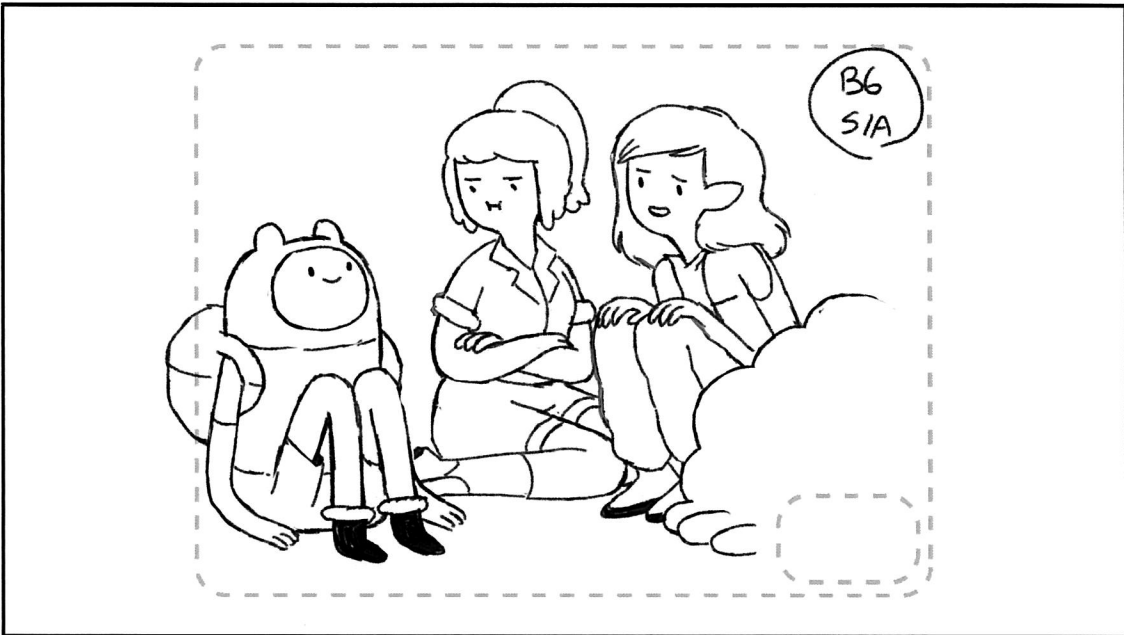
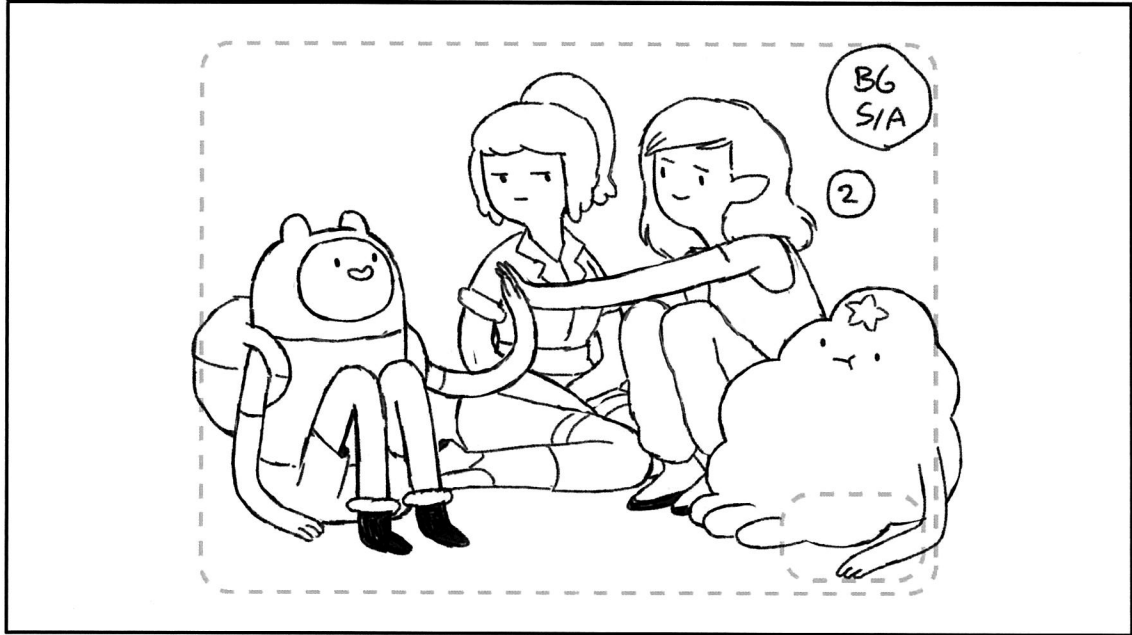
EPISODE #

Production :


ADVENTURE TIME



Sc. 153 Pnl. D Bg. day night Sc. 153 Pnl. E Bg. day night



Dialog:
F/ YEAHHH M/ I LIKE THAT YOU'RE SO STOKED ABOUT YOUR BLOOD.

Action:
 1 M SYMPATHY - FIVES HIM

Timing:

1034-216

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



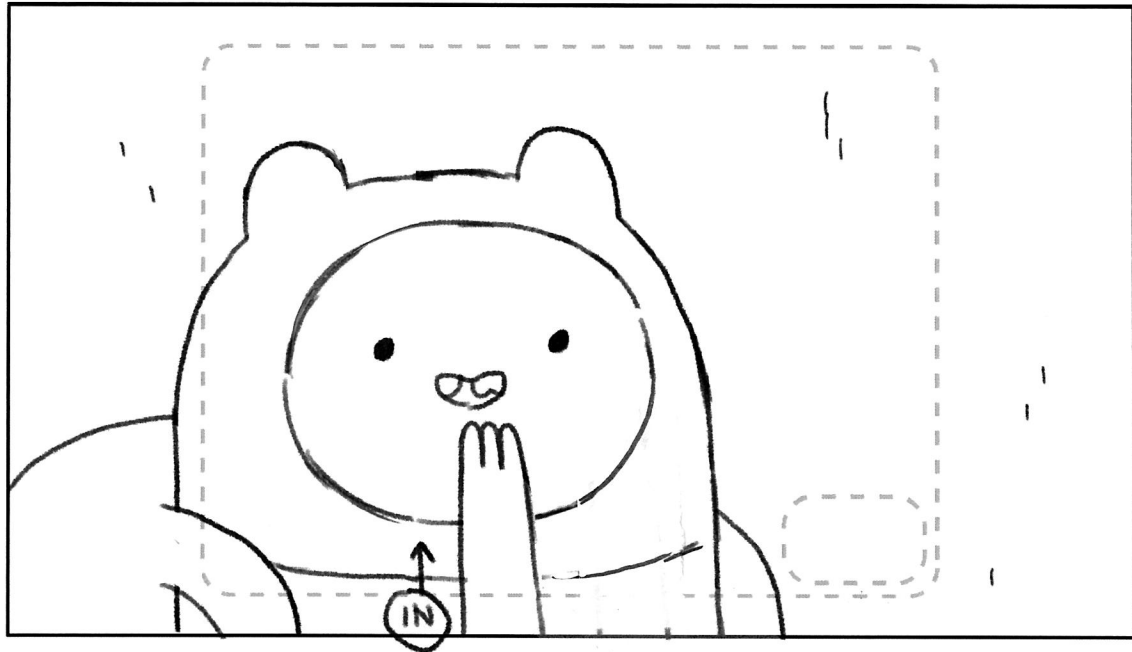
Page 214

Sc. 154

Pnl. A

Bg.

day night

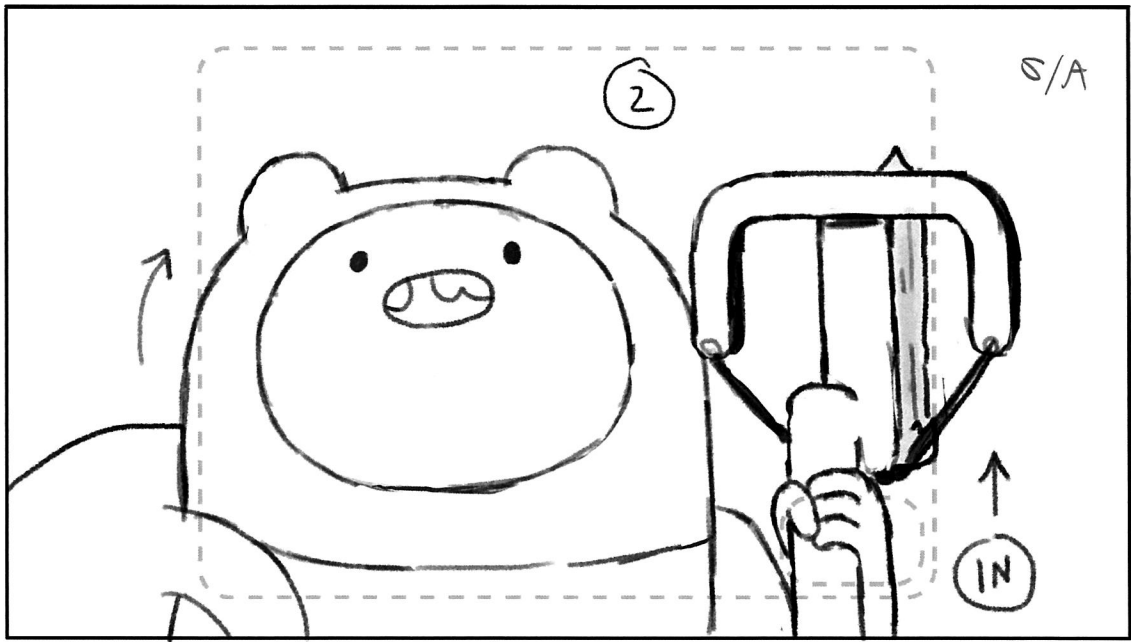


Sc. 154

Pnl. B

Bg.

day night



Dialog:

F/ YEAH!

SFX: *CHK*

F/ OPEN UP A MURDER-HOLE, BUDDY!

Action:

- FINN RAISES HAND ON/S
AND LOOK AT IT.

- F. RAISES
CROSSBOW ON/S.

Timing:



EPISODE # 1034-216

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 155	Pnl. A	Bg.	day night	Sc. 156	Pnl. A	Bg.	day night

Dialog:	J/ YOU GOT IT, BUDDY.
Action:	(QUICKLY) J OPENS HOLE, F PEEKS & LINES UP BOW
Timing:	SP

EPISODE # 1034-216
Production :

ADVENTURE TIME



Sc. 156	Pnl. B	Bg.	day night	Sc. 156	Pnl. C	Bg.	day night

Dialog:	
	<p>SFX / * TWANG *</p> <p>J / AW! SFX / THUD!</p>
Action:	<p>— H HUNCHES, FUR BRISTLES (IS IT GONNA HIT HIM? OMG)</p> <p>— H QUICKLY TRANSFORMS AS STAKE WHIZZES OVER HIS HEAD</p>
Timing:	

ADVENTURE TIME



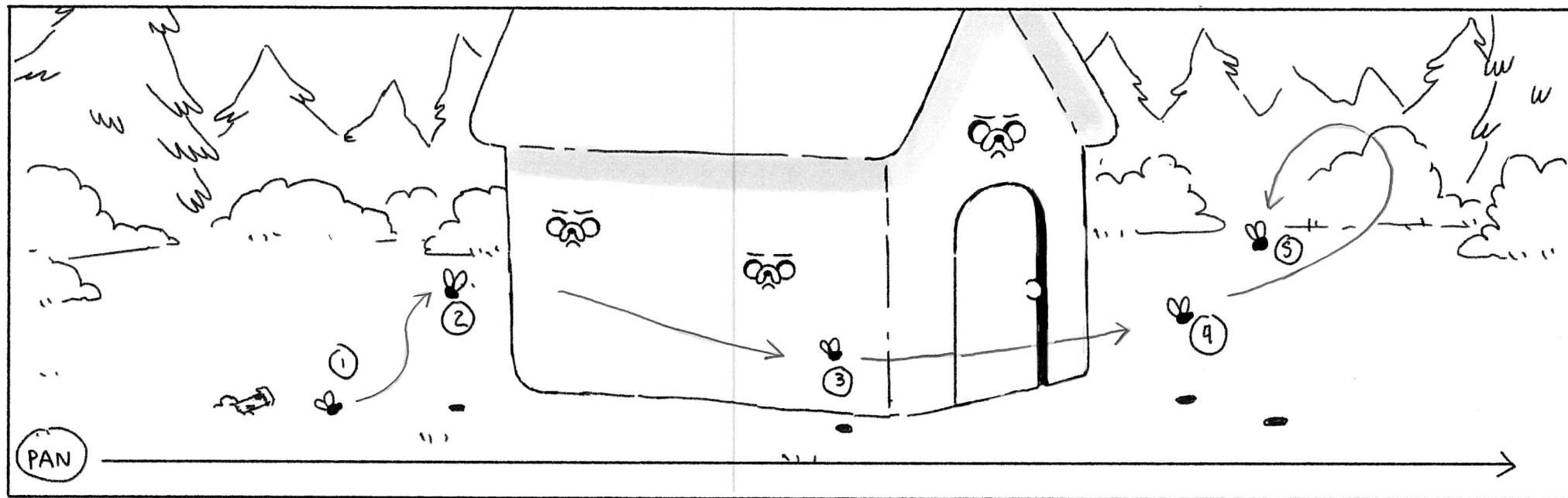
Page 217

Sc. 156

Pnl. D

Bg.

day night



Dialog:

H / * BZZZZ *
J / GRRR

Action:

- H FLIES OVER TO DOOR OF J HOUSE, PAN W/ HIM
- JAKE'S FACE STRETCHES AROUND BODY.

Timing:

1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 156

Pnl. E

Bg.

day night

Sc. 156

Pnl. F

Bg.

day night

Dialog:

Action:

Timing:

- H LANDS

- H CHANGES TO REG. FORM

c. 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

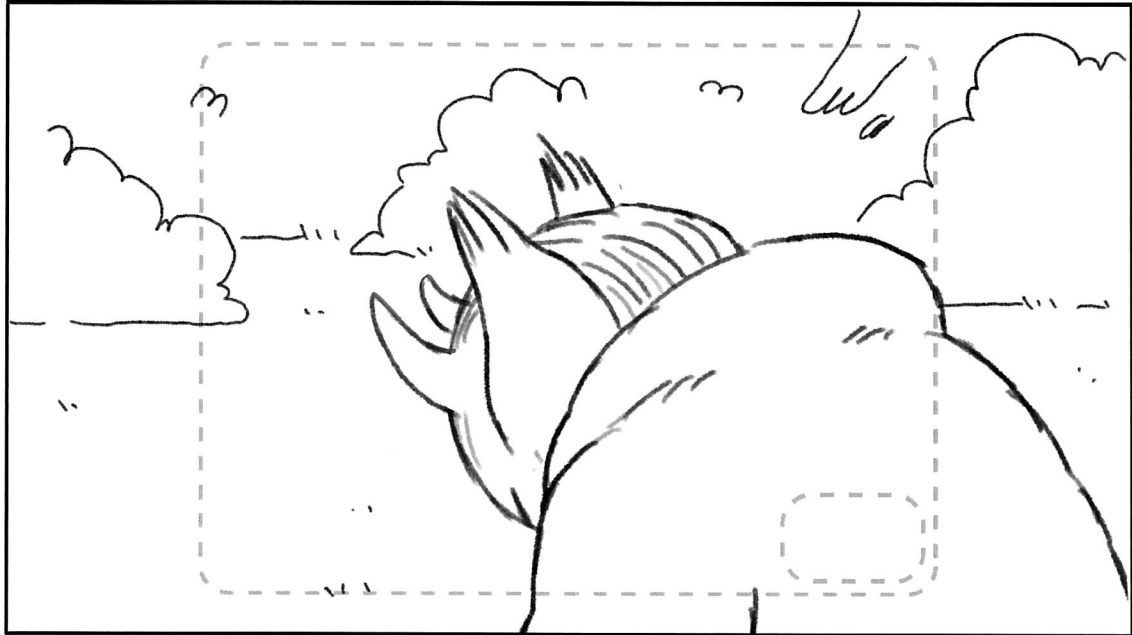


Sc. 157

Pnl. A

Bg.

day night



Sc. 157

Pnl. B

Bg.

day night



Dialog:

H: [SIGH]

H / MARCELINE.

Action:

BEAT

- H. LIFTS HEAD.

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



Sc. 157

Pnl. C

Bg.

day night

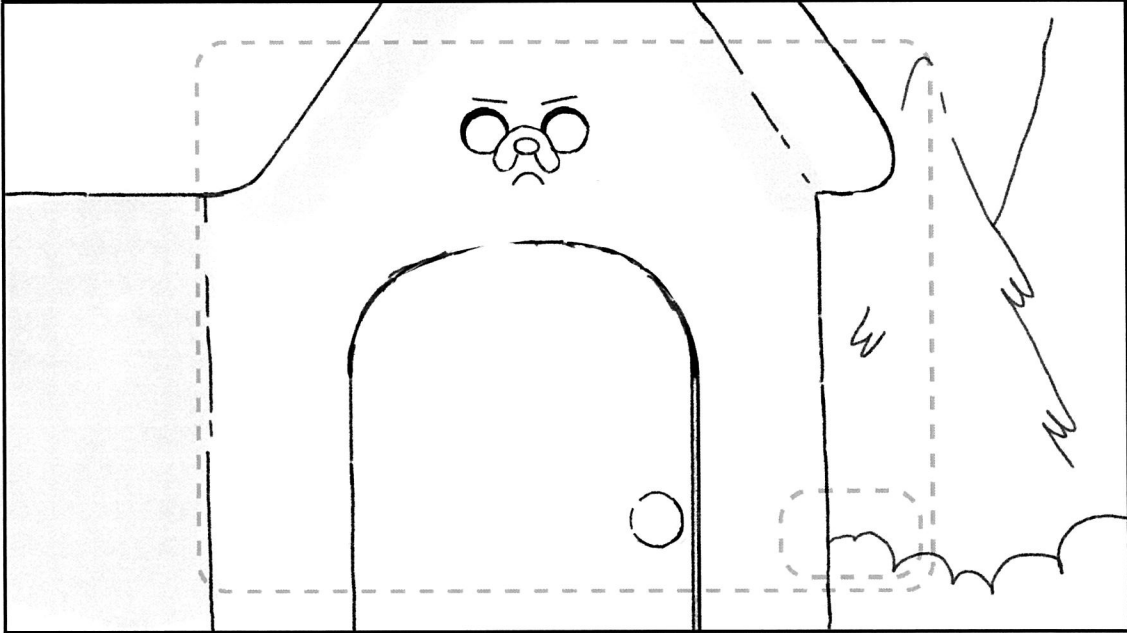


Sc. 158

Pnl. A

Bg.

day night



Dialog:	H / LISTEN TO ME.	H / (O/S) WITHOUT MY HELP YOU WILL <u>NEVER</u> DEFEAT THE VAMPIRE KING.
Action:		
Timing:		

ADVENTURE TIME



Sc. 158	Pnl. B	Bg.	day night	Sc. 159	Pnl. A	Bg.	day night

Dialog:	H/ YOU KNOW YOU CAN'T EVEN DEFEAT ME IN YOUR CURRENT STATE
Action:	- M PEEKS OUT
Timing:	

EPISODE # 1034-216
Production :

ADVENTURE TIME

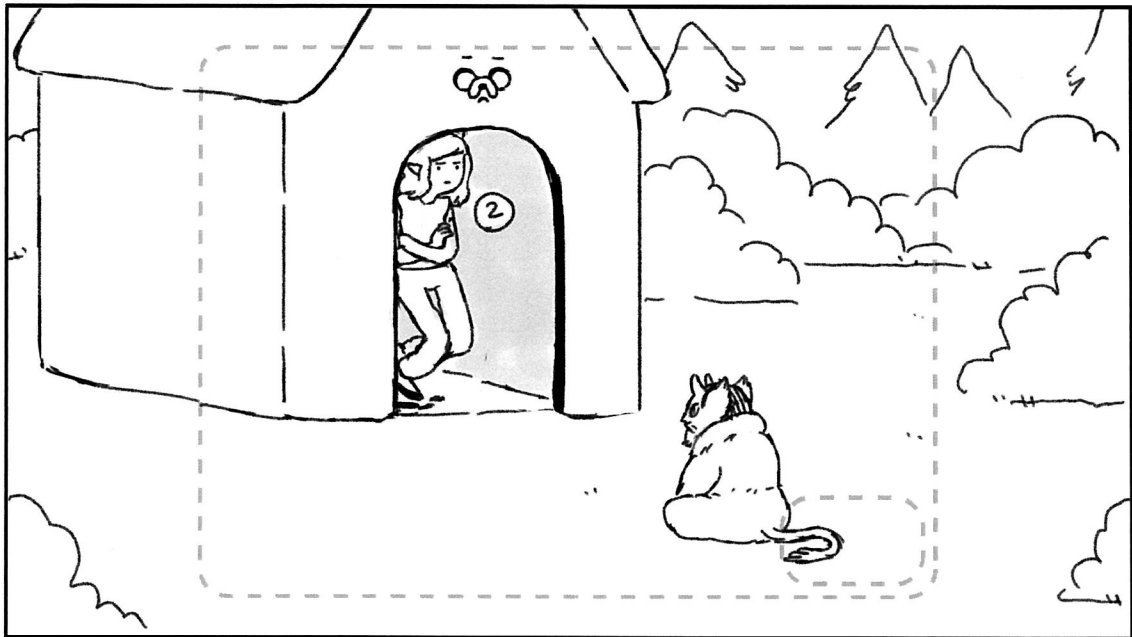


Sc. 160

Pnl. A

Bg.

day night



Sc. 161

Pnl. A

Bg.

day night

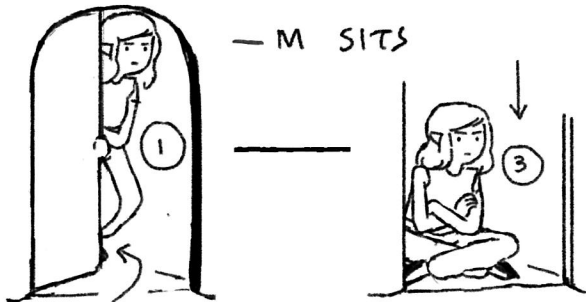


Dialog:

M / (GRUMBLING, MOCKING HIM LIKE AN ANGRY KID) YEAH YEAH -
COULDN'T EVEN MBL ME MBL BLAH BLAH ~~~

H / THE TRUTH IS, I HATE THE KING AS MUCH AS YOU DO.

Action:



- M SITS

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



Sc. 161 Pnl. B Bg. day night Sc. 161 Pnl. C Bg. day night



Dialog: H / HE'S LOST SIGHT OF OUR OLD WAYS — THE <u>RULES</u> , THE <u>TRADITIONS</u> : THE WAY IT'S ALL SUPPOSED TO BE.		 H / MARCELINE, HE'S A TOTAL DINK.	
Action:			
Timing:			

EPISODE # 1034-216
Production :

ADVENTURE TIME



Sc. 161	Pnl. D	Bg.	day night	Sc. 162	Pnl. A	Bg.	day night

Dialog:	<div>H/ I CAME LOOKING FOR YOU BECAUSE I WANT TO TEAM UP!</div> <div>H/ (O/S) I WAS GOING TO BE NICE ABOUT IT BUT YOU STARTED TEMPTING ME WITH BOY BLOOD ...</div>
Action:	
Timing:	

ADVENTURE TIME

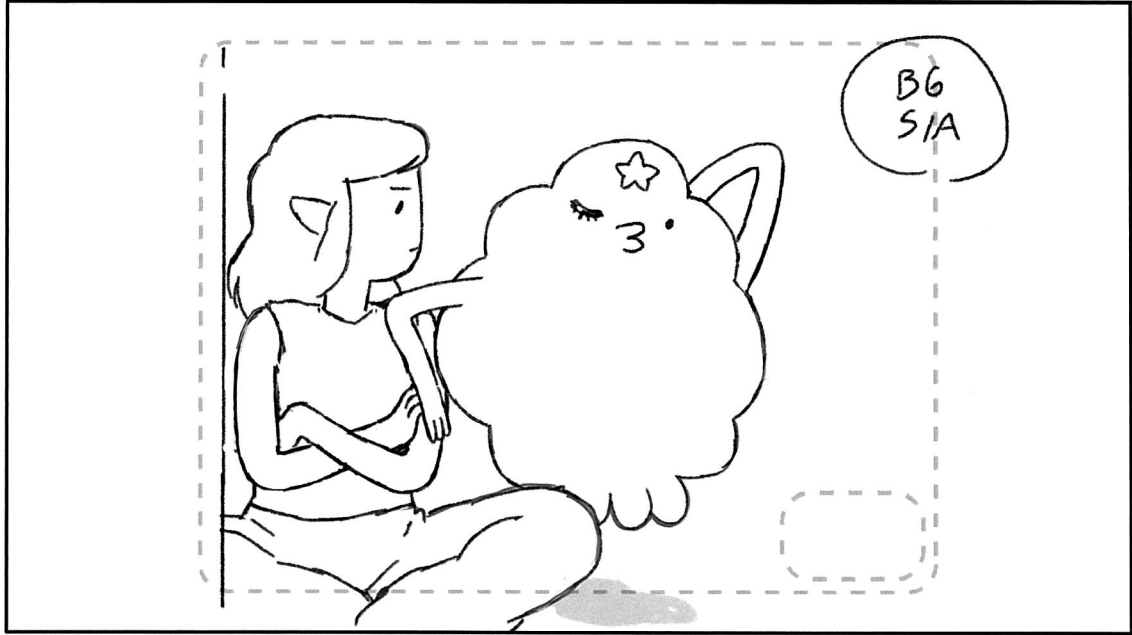


Sc. 162

Pnl. B

Bg.

day night



Sc. 163

Pnl. A

Bg.

day night



Dialog:

H/ (CONT'D) (O/S) AND HURLING SPIKY PURPLE GOBS AT ME.
LSP/ (THROUGH DUCK LIPS) HEEEEY ...

Action:



- LSP FLOATS INTO VIEW.
- LSP STRIKES POSE ON M'S SHOULDER

Timing:

1034-216

EPISODE #

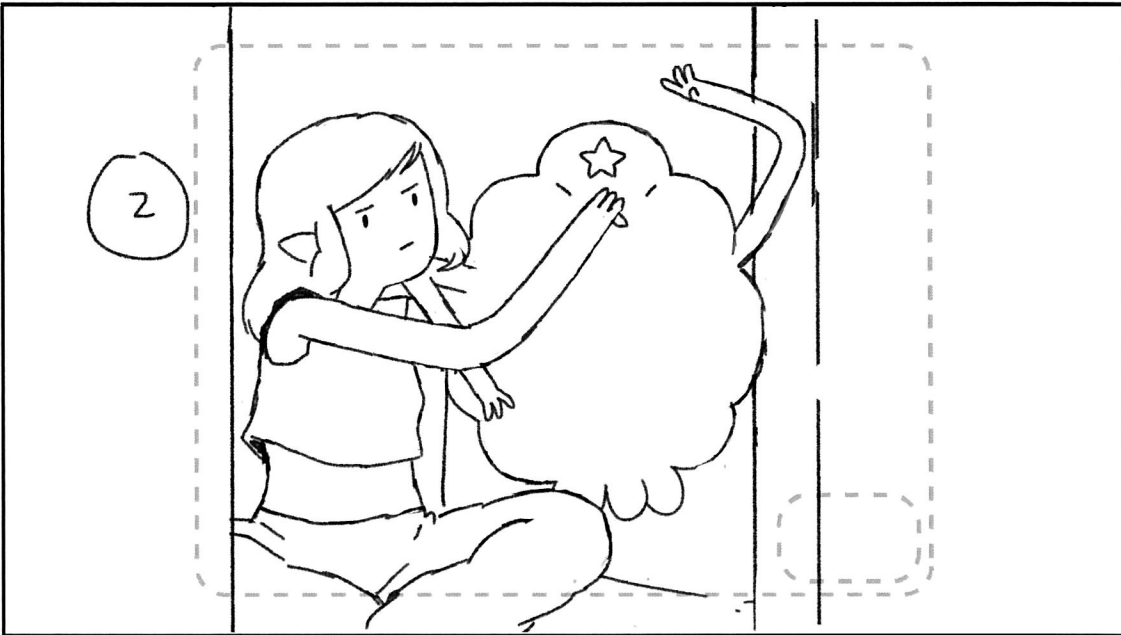
Production :

c 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 163 Pnl. B Bg. day night Sc. 164 Pnl. A Bg. day night



Dialog:
H / ... HERE'S THE DOPE!
H / (O/S) YOU NEED ME - MY POWER, MY KNOW-HOW.
YOU CAN'T SUCCEED ON YOUR OWN...
LSP / EUH!

Action:
- M PUSHES LSP BACK BY THE FACE

Timing:

EPISODE # 1034-216
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 227

Sc. 164	Pnl. B	Bg.	day night	Sc. 164	Pnl. C	Bg.	day night

Dialog:	<p><u>LSP</u> / (UNDER HER BREATH) YEAH OK GIRL YOU GOT THIS BY YOURSELF YOU GOT THIS ...</p>	<p><u>H</u> / (O/S) YOU HAVE YOUR ... STRENGTHS ... BUT YOU'RE NOTHING COMPARED TO HIM.</p>
Action:	<p>- LSP GOES BACK IN</p>	<p>- H RELUCTANT TO COMPLIMENT HER</p>
Timing:		

1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 228

Sc. 165

Pnl. A

Bg.

day night

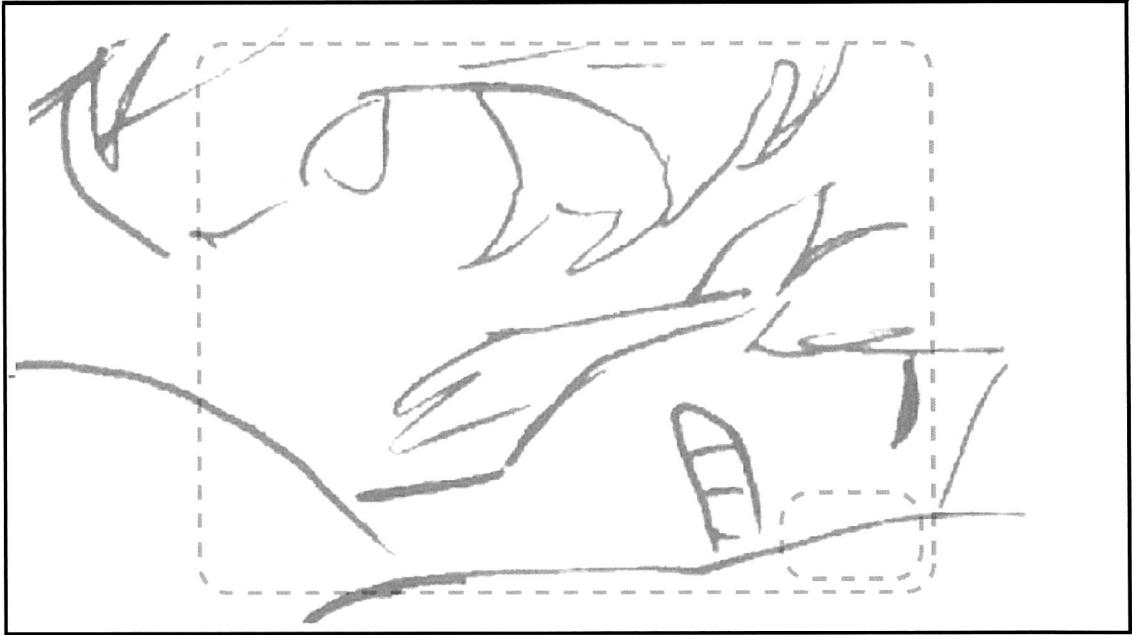


Sc. 166

Pnl. A

Bg.

day night



Dialog:

(0.5)
H/ I DON'T KNOW HOW IT FINALLY HAPPENED
BUT HE MUST HAVE LET YOU BEAT HIM.

Action:

≡ SUPER QUICK FLASH OF SCENE FROM PT. 3 ≡

Timing:



1034-216

EPISODE #

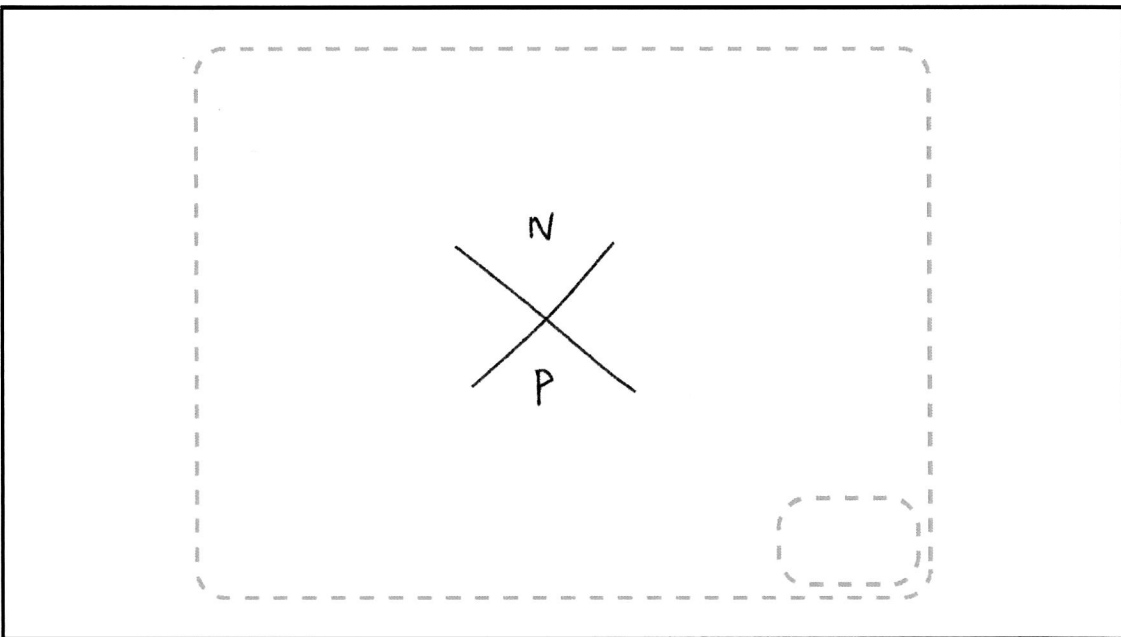
Production :

c 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	
H/ AM I RIGHT?	
Action:	
Timing:	

1034-216
EPISODE #
Production :

ADVENTURE TIME

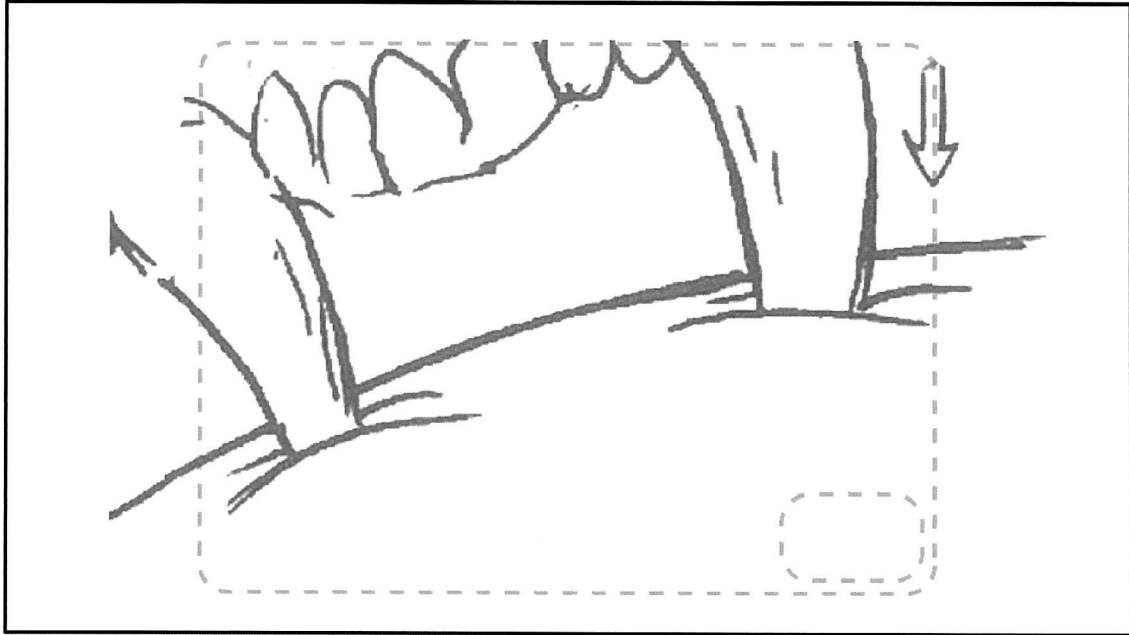


Sc. 168

Pnl. A

Bg.

day night



Sc. 169

Pnl. A

Bg.

day night



Dialog:

Action:

3 QUICK FLASHES OF FANGS & VK IMPALING HIMSELF FROM PT. 3

Timing:

EPISODE #


Production :

1034-216

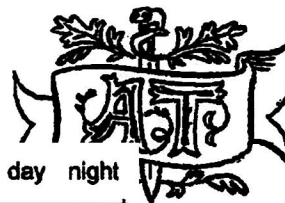
ADVENTURE TIME



Sc. 170	Pnl. A	Bg.	day night	Sc. 170	Pnl. B	Bg.	day night

Dialog:	M / <u>RRRGHHH</u>	M / *SIGH* UGH... ALRIGHT...
Action:	 (SP) M GROANS INTO HANDS	- M FRUSTRATED
Timing:		

ADVENTURE TIME



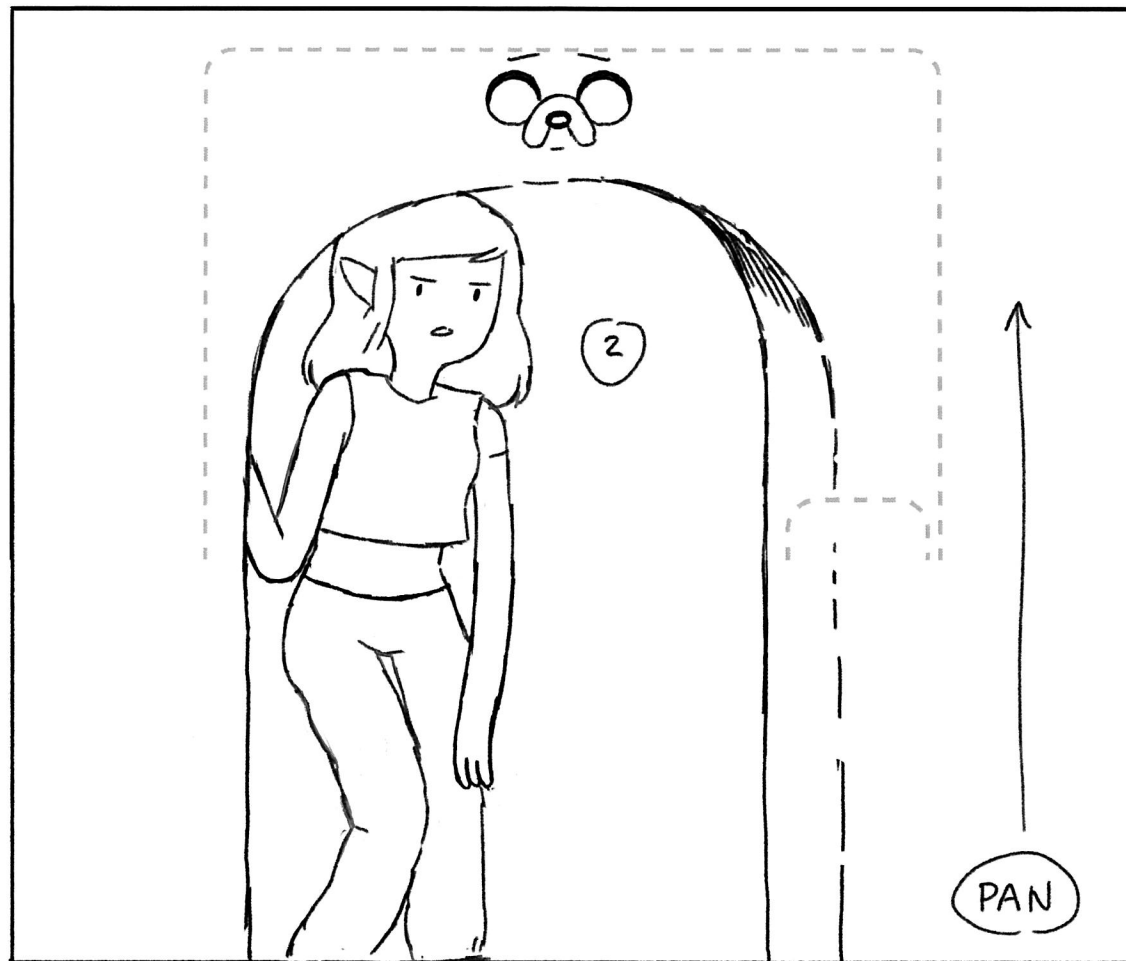
Sc. 170

Pnl. C

Bg.

day night

Page 232

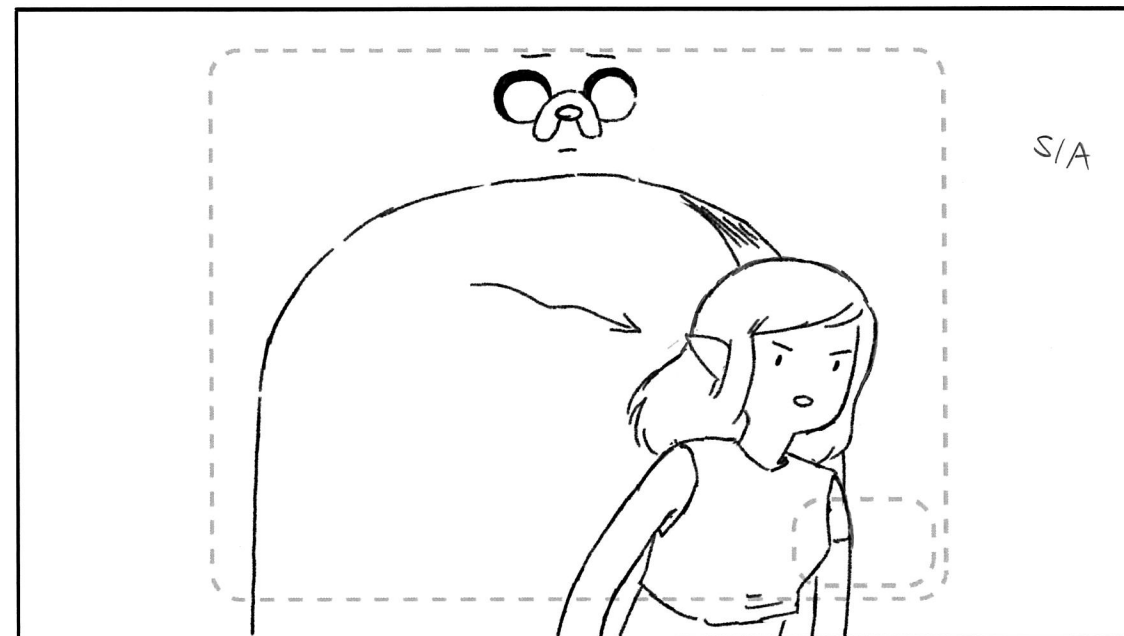


Sc. 170

Pnl. D

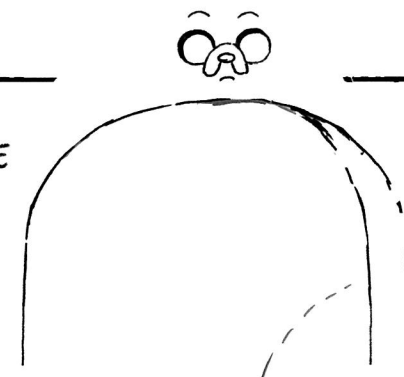
Bg.

day night



M/ YOU HAVE TO GIVE UP DRINKING BLOOD. FOR GOOD.

- M. TURNS INVISIBLE AS SHE FLOATS OUT OF HOUSE.



ACTION:

M/ BUT IF WE'RE GONNA WORK TOGETHER, I HAVE A CONDITION ...

Timing:

- M STANDS

Production :

EPISODE #

1034-216

ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night Sc. 171 Pnl. B Bg. day night



Dialog:
H/ HA! WHAT? I'M A VAMPIRE, DRINKING BLOOD IS KIND OF THE MAIN THING.
M/(O/S) YOU CAN EAT RED JUST AS EASY

Action:
LOOKING AROUND FOR HER WHILE HE TALKS
- H TURNS QUICKLY, "LOOKING" FOR HER

Timing:


1034-216

EPISODE #

Production :

ADVENTURE TIME



Page 234

Sc. 171

Pnl. C

Bg.

day night



Sc. 172

Pnl. A

Bg.

day night



Dialog:

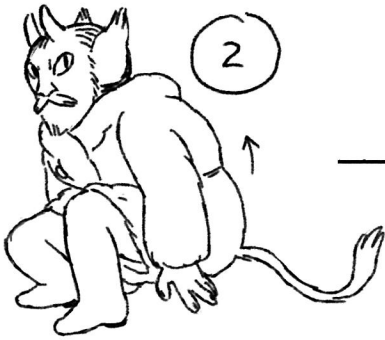
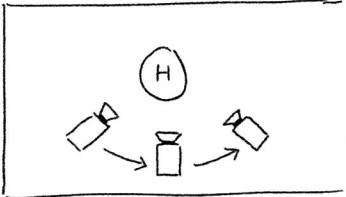
H/ * SCOFFS *

M/(O/S) NO HUNTING ...

Action:

M'S POV - CAM MOVES AROUND
H, HE "WATCHES" HER

Timing:



1034-216

EPISODE #

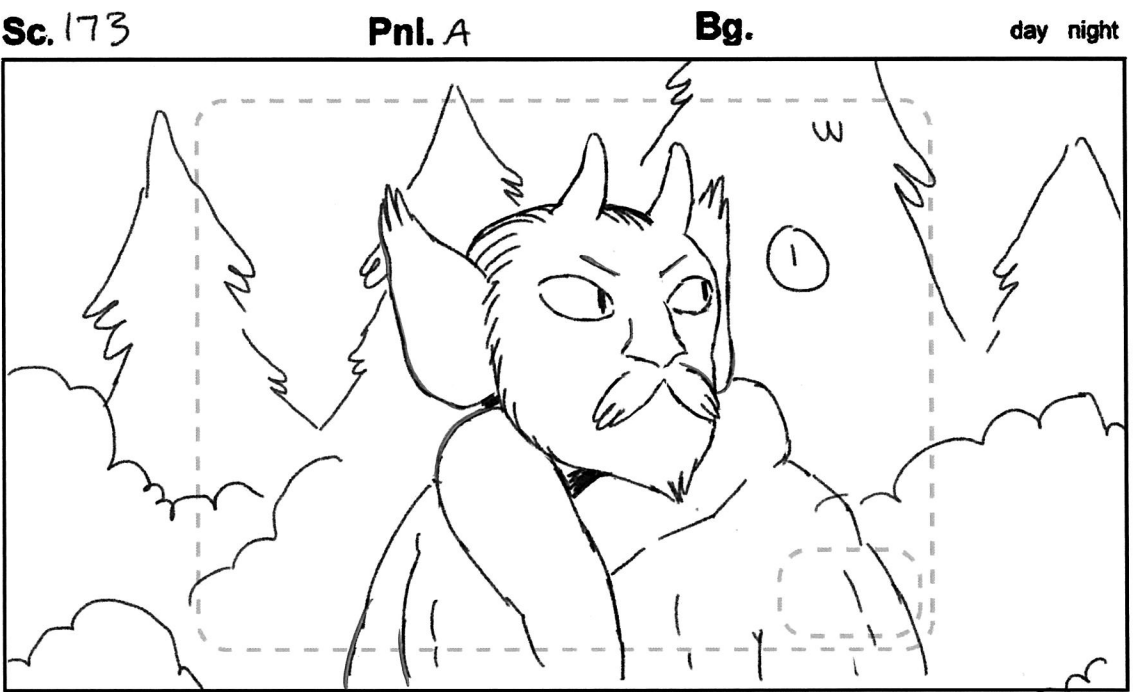
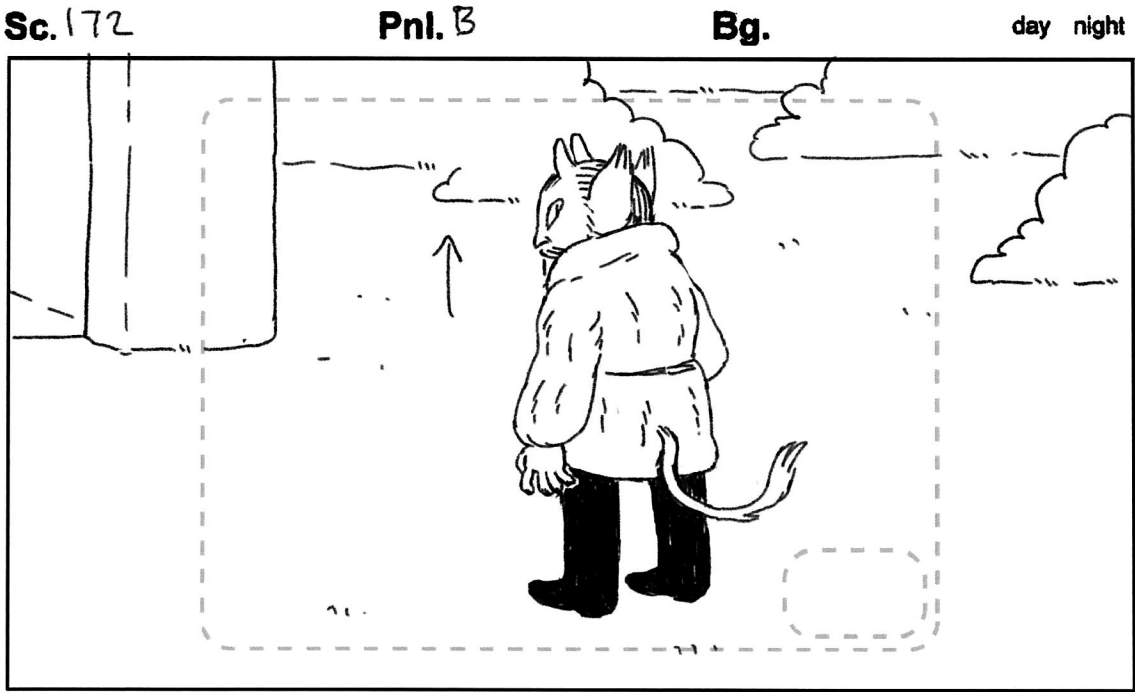
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 235



<p>Dialog:</p> <p>M/(OIS)(CONT'D) NO HURTING POOR SCARED BLOOD-FILLED ANIMALS...</p>	
<p>Action:</p> <p>-H. STANDS UP -CAM MOVE CONTINUES.</p>	
<p>Timing:</p>	

EPISODE # 1034-216

Production :

ADVENTURE TIME



Sc. 173

Pnl. B

Bg.

day night



Sc. 174

Pnl. A

Bg.

day night



Dialog:

H/ WELL THEN! I SUPPOSE
I HAVE NO CHOICE ...

H/ I'M JUST GOING TO WASTE YOU —

Action:

Timing:

EPISODE #

1034-216

Production :

ADVENTURE TIME



Page 237

Sc.174

Pnl. B

Bg.

day night



Sc.174

Pnl. C

Bg.

day night



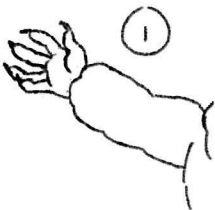
Dialog:

H/ (CONT'D) AND EAT THAT KID WITH ALL THE BLOOD -
M/AH!

H/ BECAUSE THAT'S WHAT AN
OLD SCHOOL VAMPIRE DOES!!

Action:

Timing:



- H SNATCHES M BY THE NECK,
SHE REAPPEARS INSTANTLY

- H STARTS TO TRANSFORM ALL SCARY & BEASTLY,
M STRUGGLES, TRIES TO KICK OFF OF HIM

Production :

EPISODE #

1034-216

ADVENTURE TIME



Sc. 174

Pnl. D

Bg.

day night

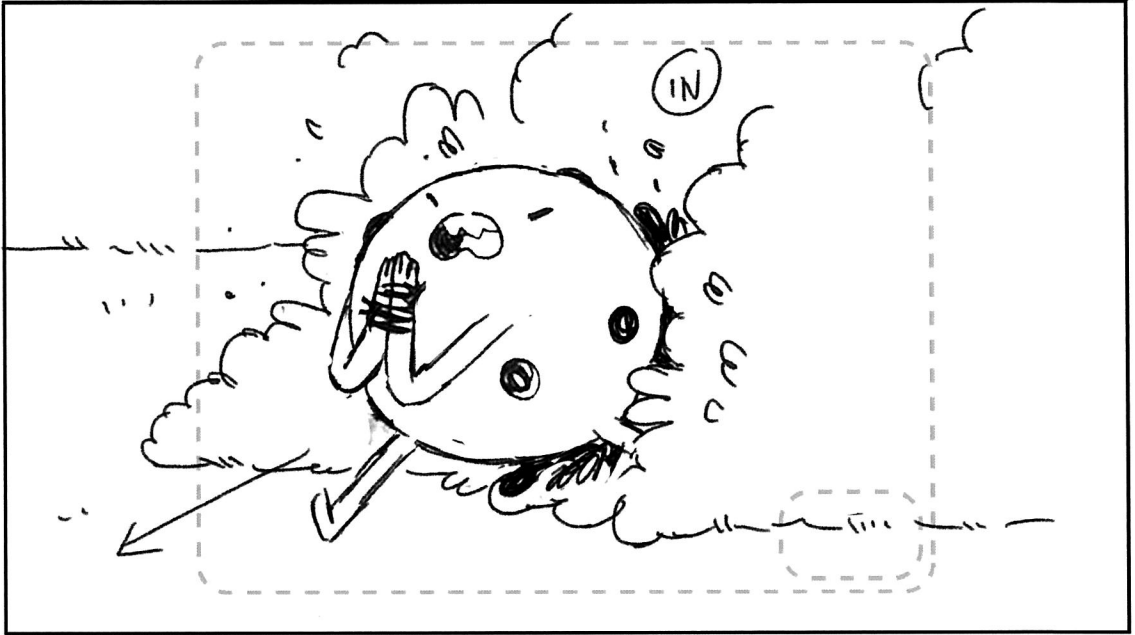


Sc. 175

Pnl. A

Bg.

day night



Dialog:
H: WHU -
SFX / * RUSTLING, TWIGS SNAPPING*
C/ (OUT OF BREATH) A-HUH-HUHH!
I DON'T WANT TO PLAY ANYMOORE!

Action:
- BUSH RUSTLES, STARTLING H, HE TRANSFORMS BACK TO NORMAL
- C BURSTS OUT OF A BUSH! AGAIN!

Timing:
B ————— 2 ————— SP

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



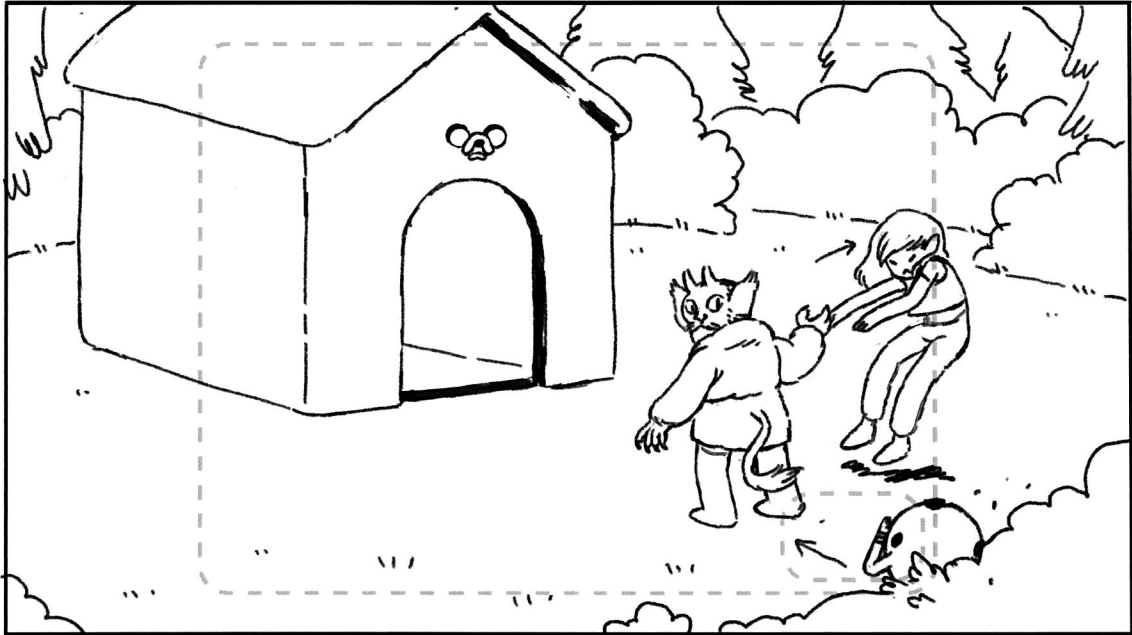
Page 239

Sc. 176

Pnl. A

Bg.

day night

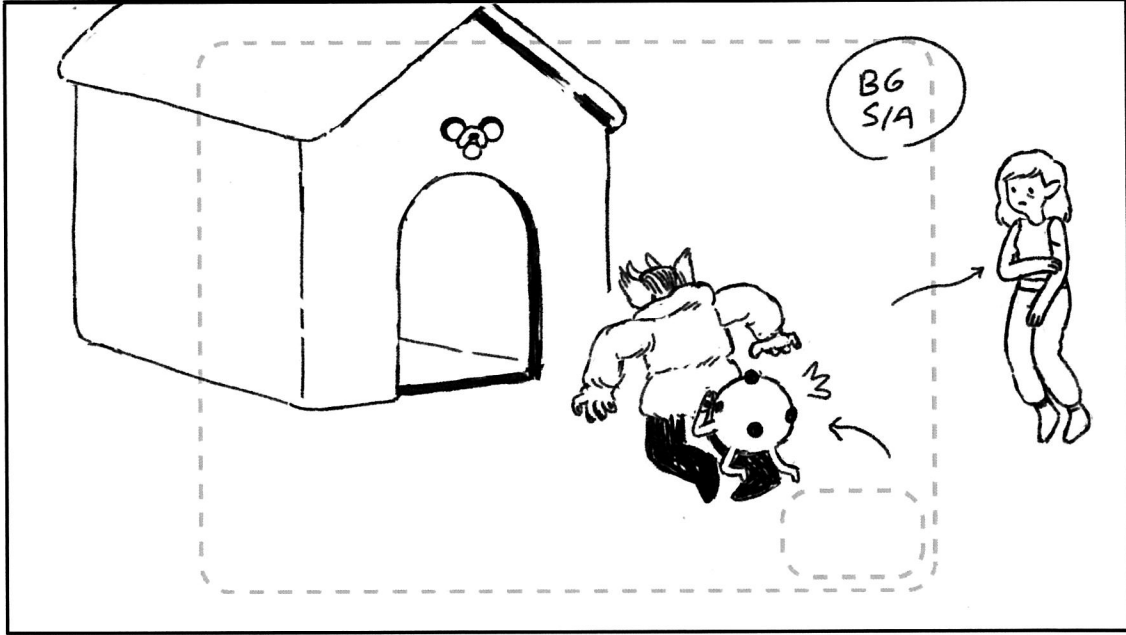


Sc. 176

Pnl. B

Bg.

day night



Dialog:

C / * PANTING / WAILING * _____

C / OOF!

H / UGH!

Action:



(SP) H DISTRACTED, M PULLS AWAY

- C CRASHES INTO MICROPHANT

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME



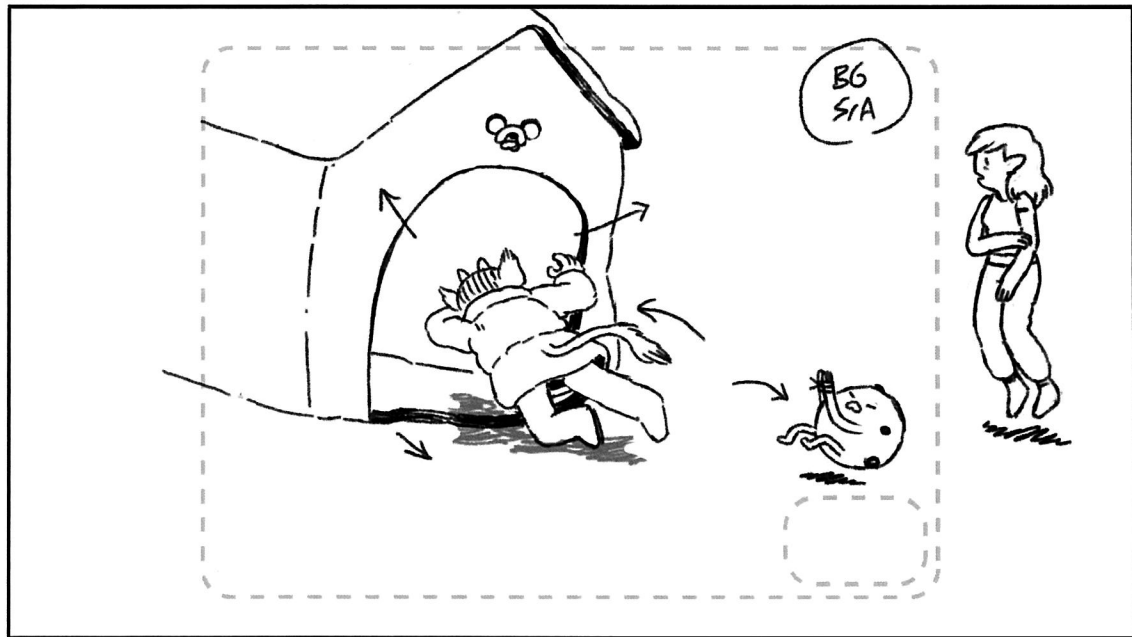
Page 240

Sc. 176

Pnl. C

Bg.

day night

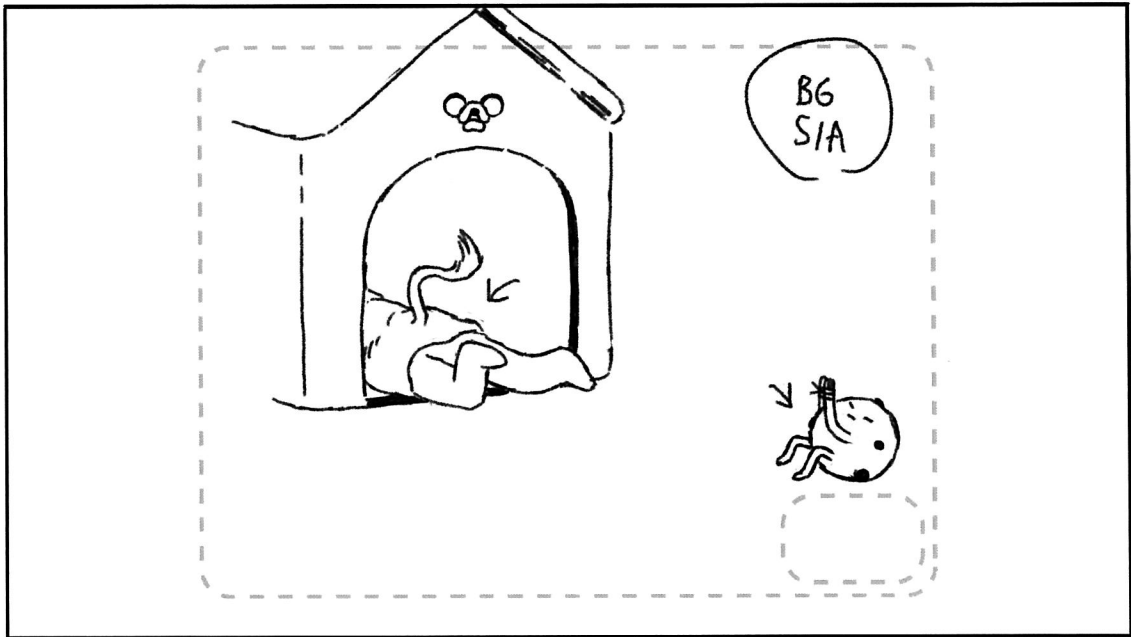


Sc. 176

Pnl. D

Bg.

day night



Dialog:

J/ * GASP! *

Sfx/ THUD

Action:

- J STRETCHES DOOR AS H FALLS FORWARD.

H & C LAND

- J RE-SHAPES w/ WIDER DOOR

Timing:

EPISODE # 1034-216

Production :

c. 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 241

Sc. 177

Pnl. A

Bg.

day night

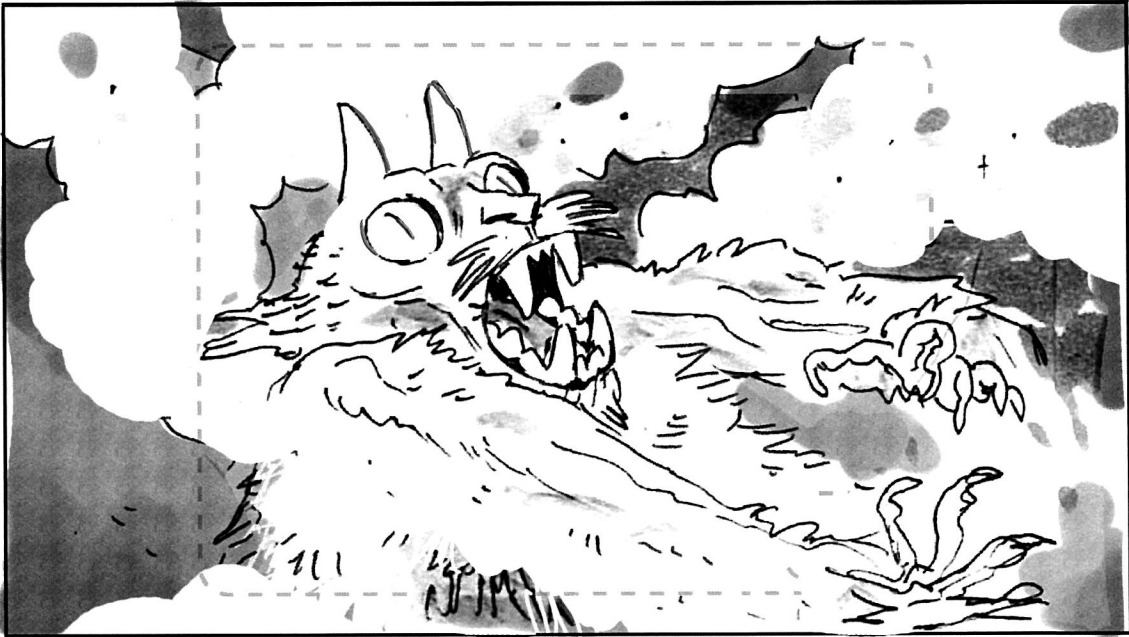


Sc. 177

Pnl. B

Bg.

day night



Dialog:

UGH... [GASP]
H/ ... NO! NO!!!

H/ NOOO ~~~~~

Action:

① H TAKES A MOMENT TO
REALIZE HE'S INSIDE

— SCARY PAINED NOISES AS HE DISSOLVES, BURNING
AWAY INTO SMOKE / DUST CLOUD THING

Timing:



1034-216

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

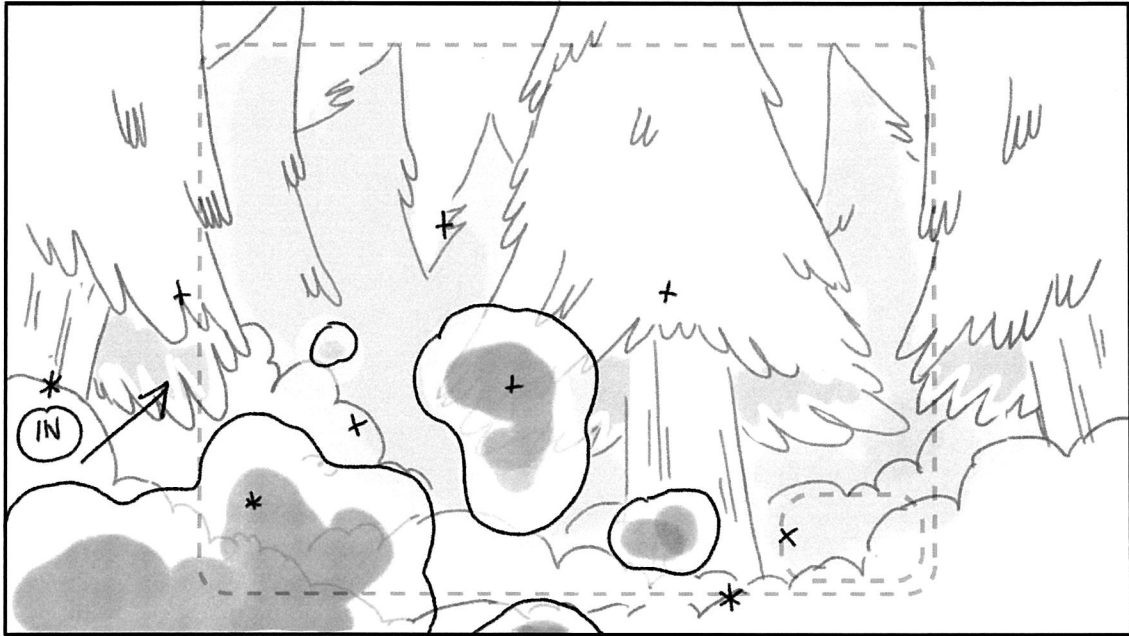


Sc. 178

Pnl. A

Bg.

day night

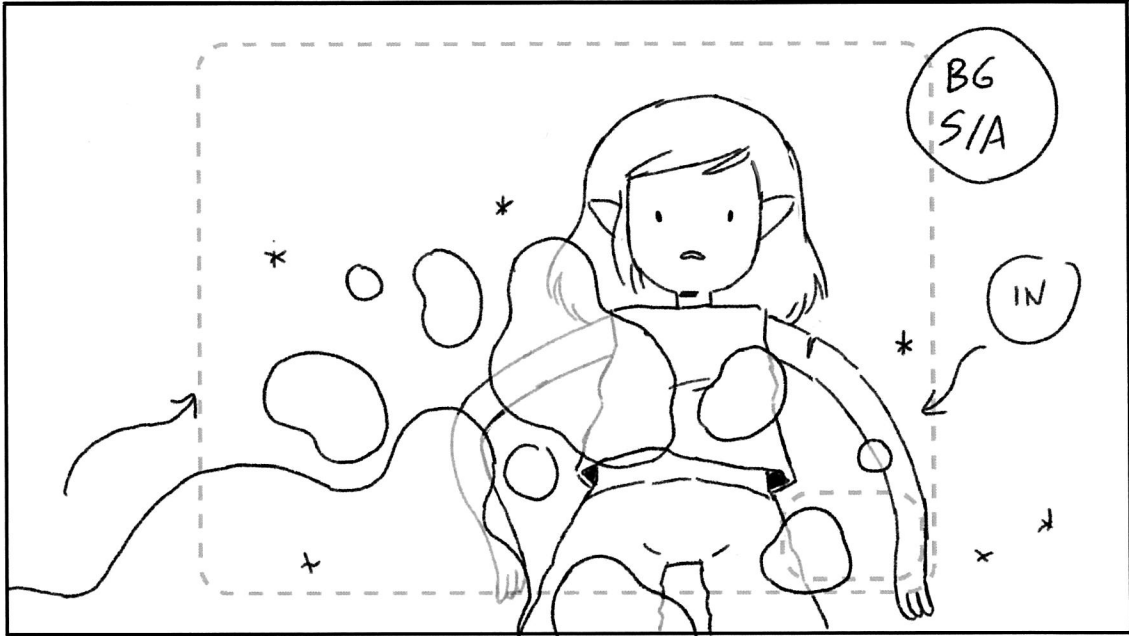


Sc. 178

Pnl. B

Bg.

day night



Dialog:

SFX: * PFFFT *

Action:

— H'S NOISES PETER OUT, ^{GLOWING} DUST FLOATS ON/S

— MARCELINE FLOATS ON/S.

Timing:

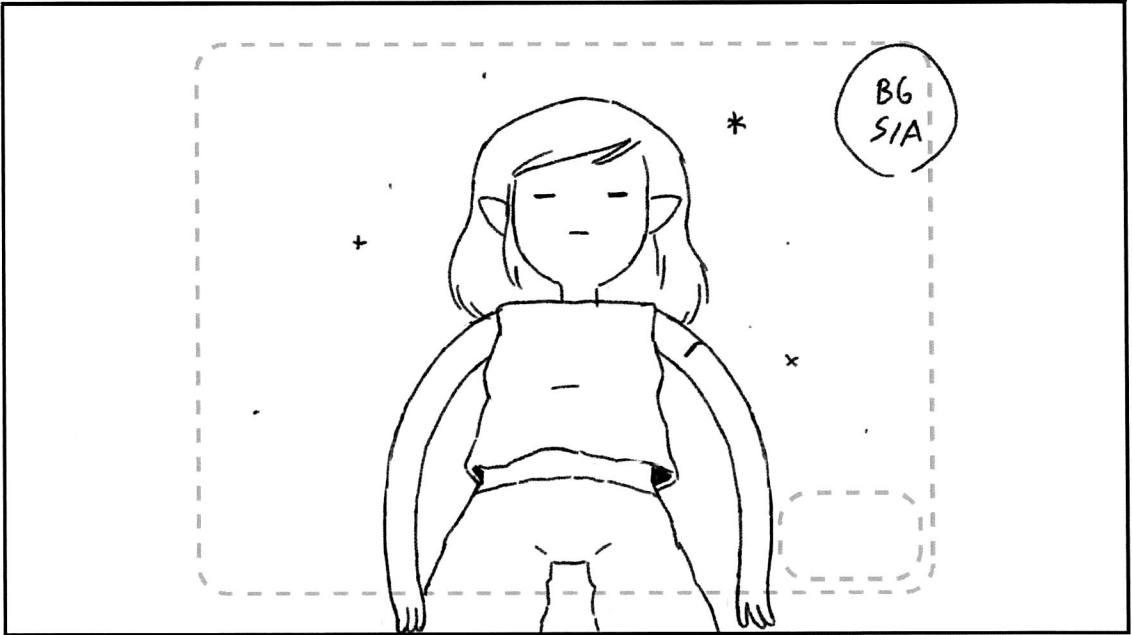
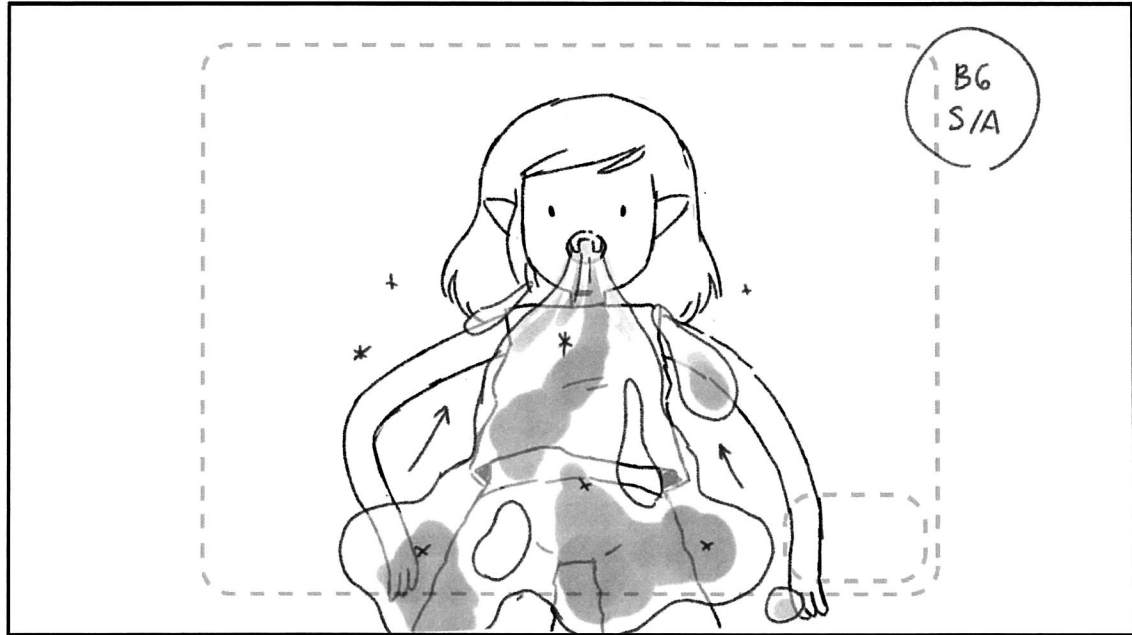
EPISODE # 1034-216

Production :

ADVENTURE TIME



Sc. 178 Pnl. c Bg. day night Sc. 178 Pnl. D Bg. day night



Dialog:
Action: M INHALES DUST CLOUD THING = BEAT =
Timing:

EPISODE # 1034-216
Production :

ADVENTURE TIME



Sc. 179 Pnl. A Bg. day night Sc. 179 Pnl. B Bg. day night



Dialog:
Action:
Timing:

_ SEMI - TRANSPARENT H FACE OVER M FACE

ADVENTURE TIME

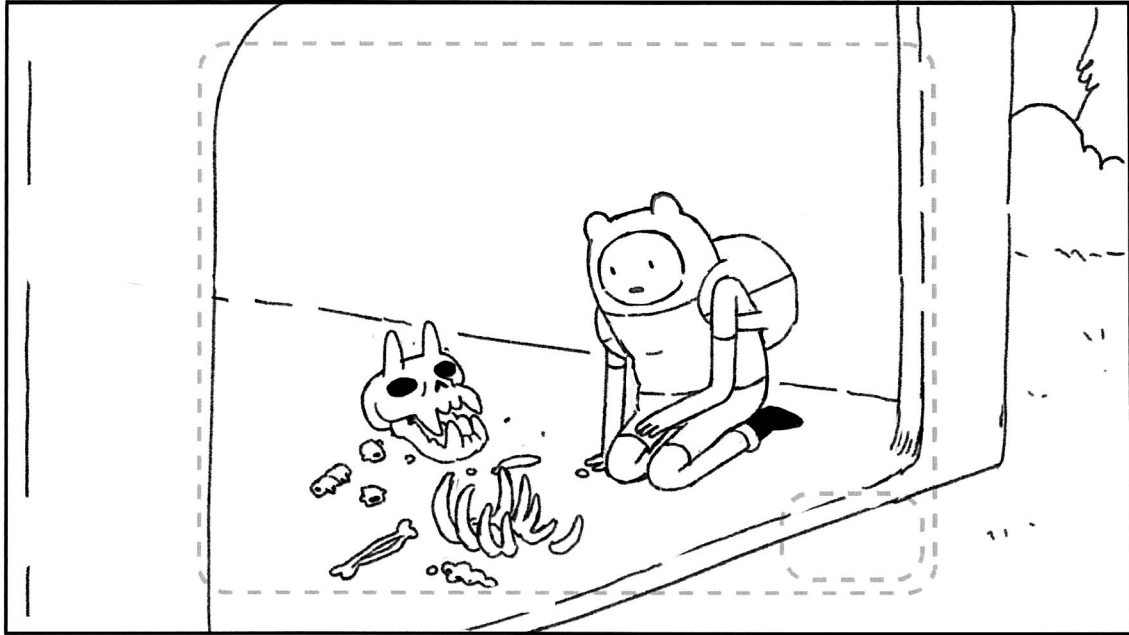


Sc. 180

Pnl. A

Bg.

day night

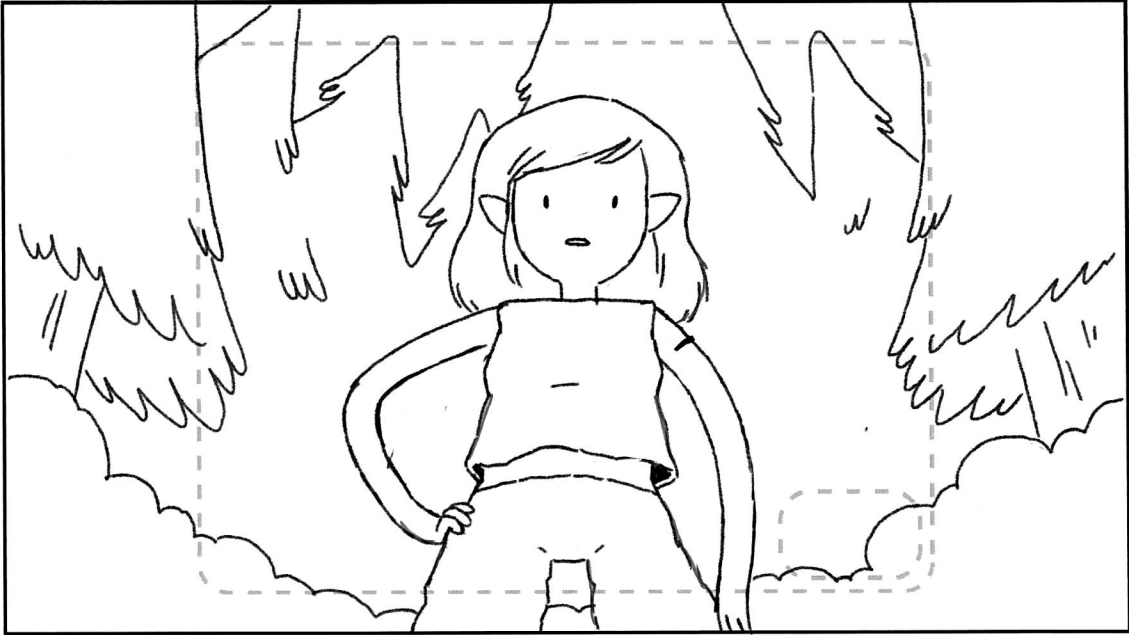


Sc. 181

Pnl. A

Bg.

day night



Dialog:

F / GEEZE ... WHAT HAPPENED?

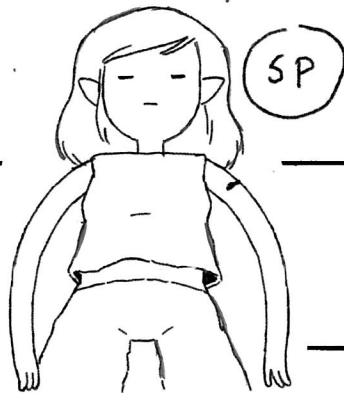
M / DUDE WAS TOO OLD-FASHIONED FOR HIS OWN GOOD.

Action:

- H IS JUST SKULL AND
A FEW BONE PIECES



Timing:



EPISODE #
1034-216

Production :

ADVENTURE TIME



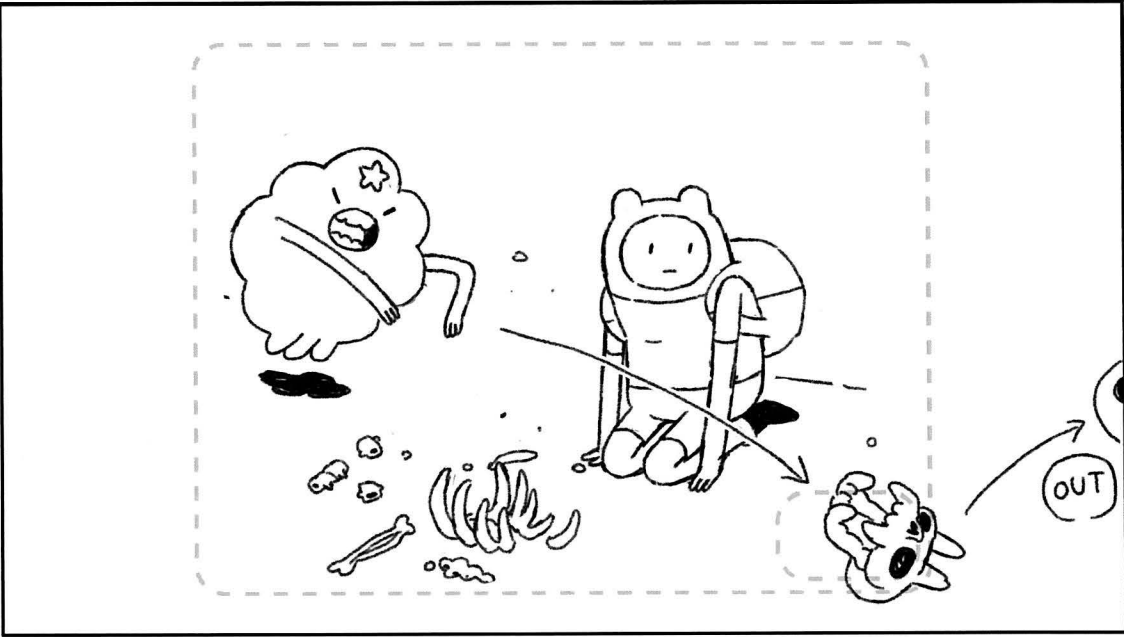
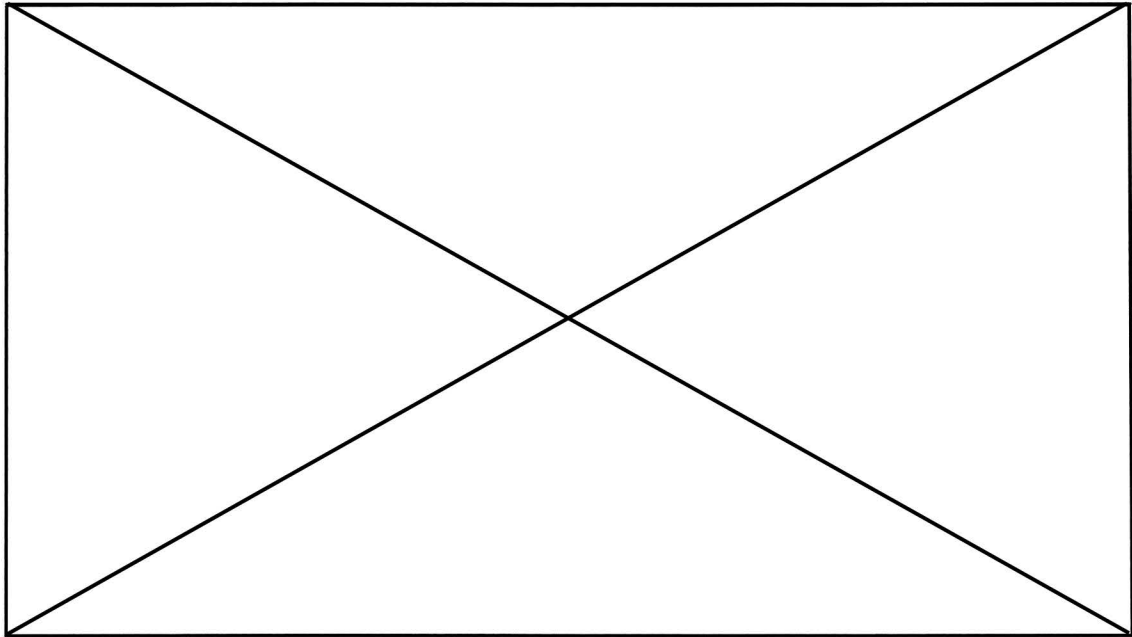
Sc. 182	Pnl. A	Bg.	day night	Sc. 183	Pnl. A	Bg.	day night

Dialog:	
<u>M/ (O/S)</u> HE COULDN'T GET WITH THE TIMES...	LSP/ RULES - <u>SHMULES!</u>
Action:	
- LSP FLOATS ON/S AND PICKS UP SKULL	
Timing:	

ADVENTURE TIME



Sc. 183 Pnl. B Bg. day night Sc. 183 Pnl. C Bg. day night

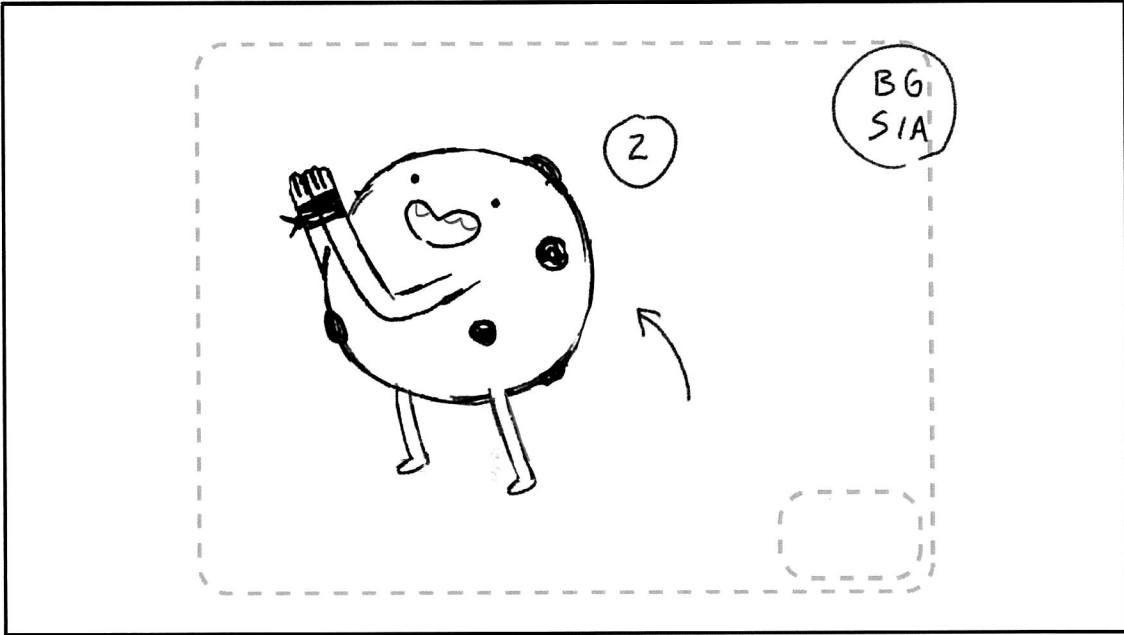
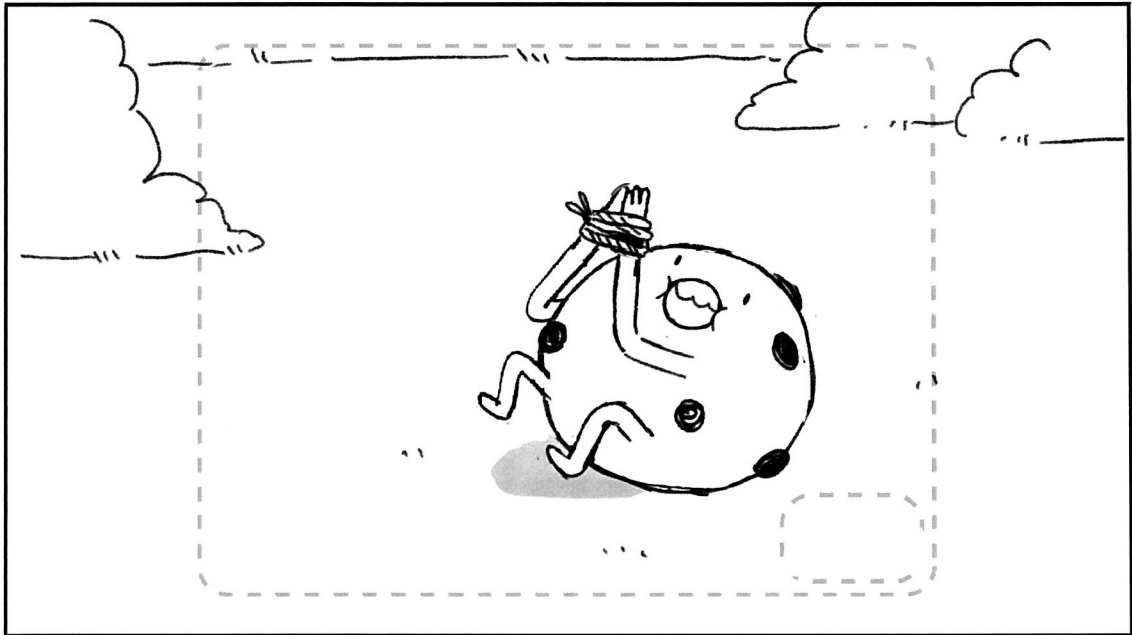


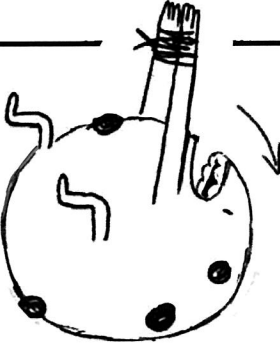
Dialog:	LSP / HUAHH!! SFX: * CLONK *
Action:	- LSP SPIKES SKULL
Timing:	

ADVENTURE TIME



Sc. 184 Pnl. A Bg. day night Sc. 184 Pnl. B Bg. day night



Dialog:	<u>C/</u> Y'ALL SEE THAT?!	<u>C/</u> I KILLED A VAMPIRE!
Action:		
Timing:		① C ROLLS BACK & HOPS UP

1034-216

EPISODE #

Production :

ADVENTURE TIME

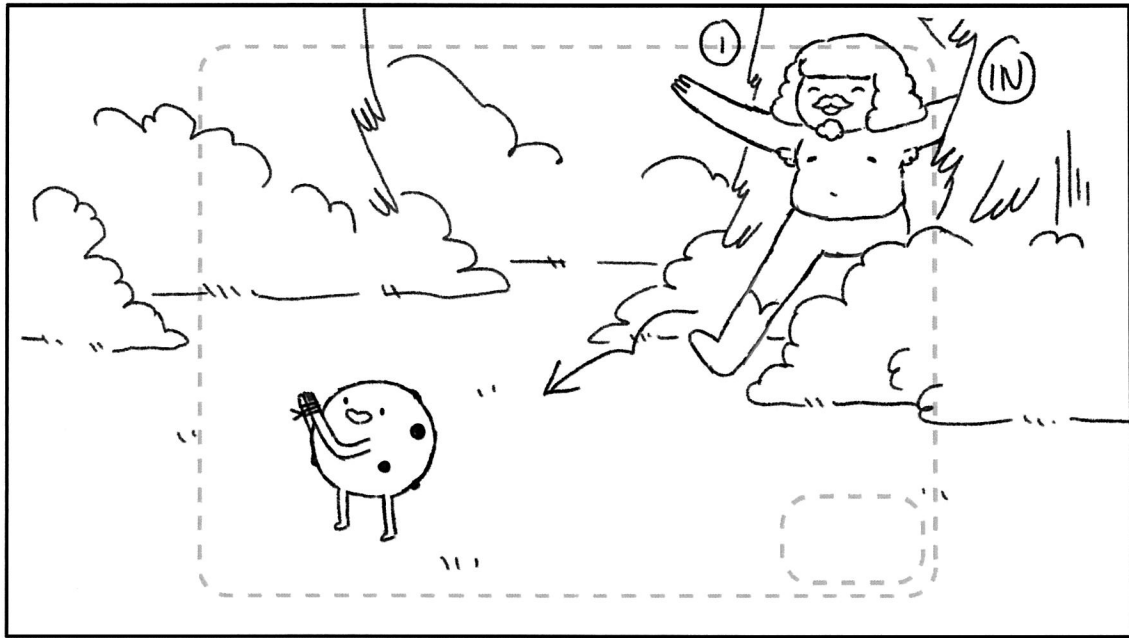


Sc. 185

Pnl. A

Bg.

day night

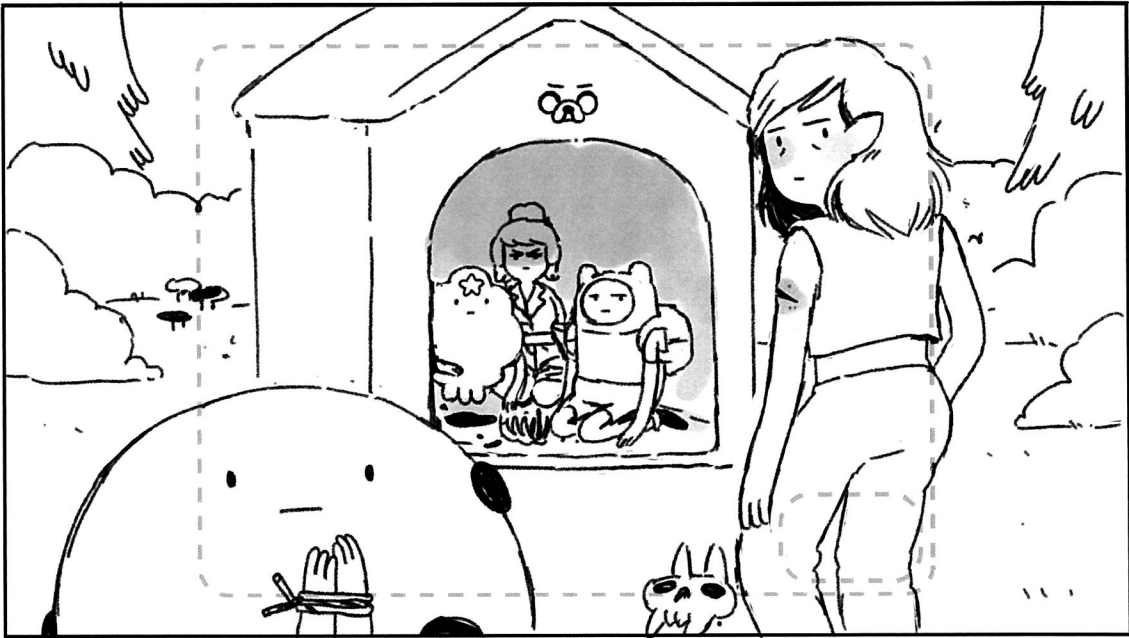


Sc. 186

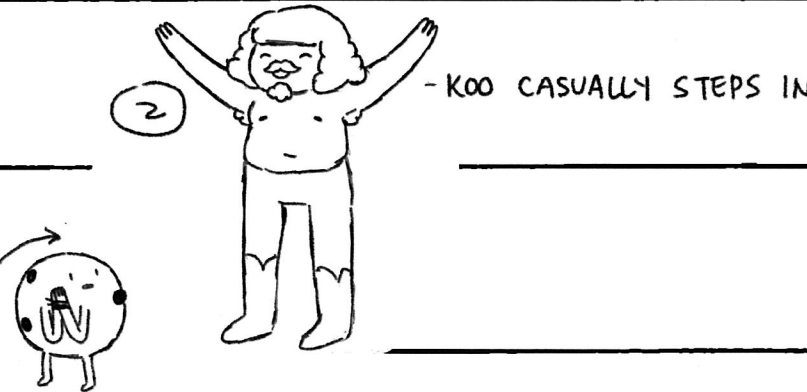
Pnl. A

Bg.

day night



Dialog:	
<u>KOO</u> / AH, GREAT! MY PLAN WORKED!	> BEAT <
Action:	KOO'S POV — UNAMUSED STARES (M LOOKING WORSE FOR WEAR)
Timing:	

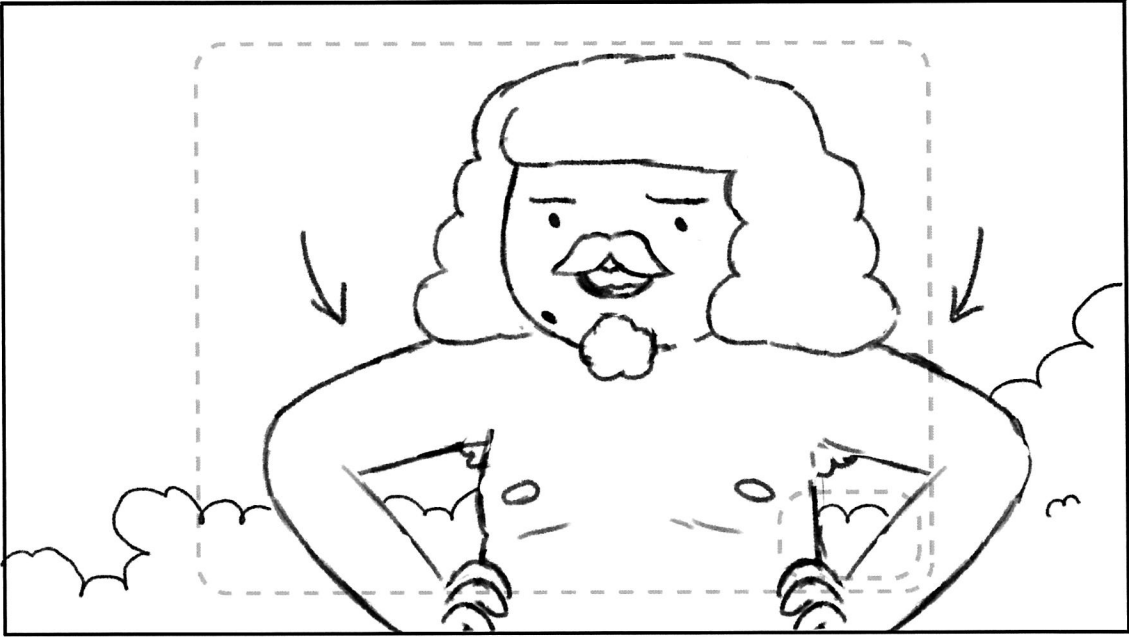
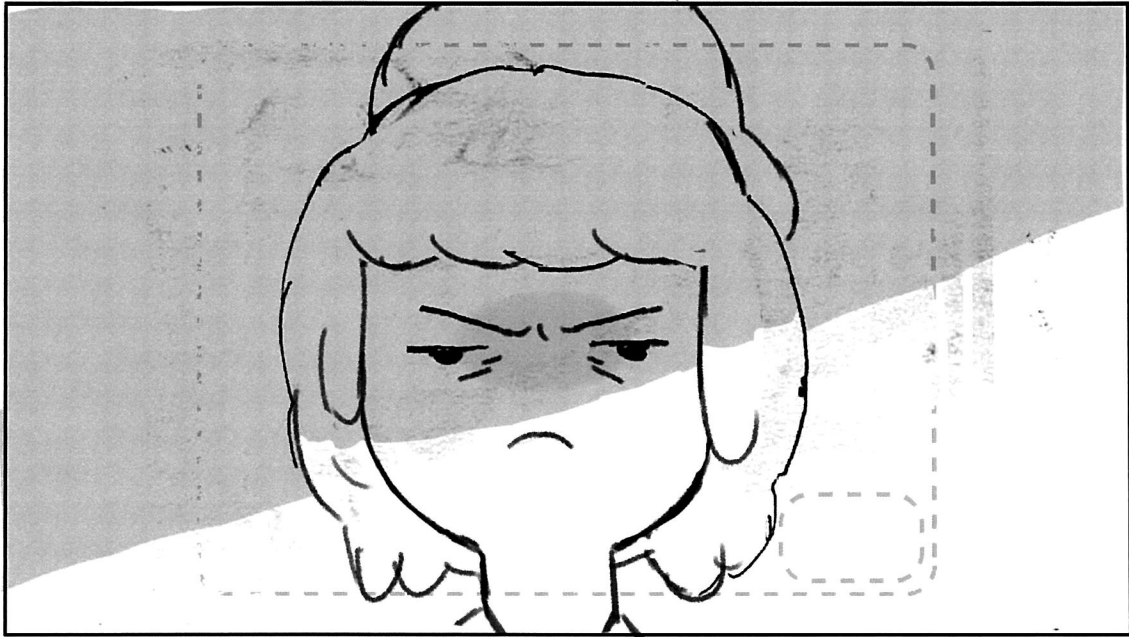


EPISODE # 1034-216
Production :

ADVENTURE TIME



Sc. 187 Pnl. A Bg. day night Sc. 188 Pnl. A Bg. day night



Dialog:	PB/	KOO/ (NERVOUSLY) PRI— AH, BUBBLEGUM... YOU'RE LOOKING WELL.
Action:		
Timing:		

1034-216
EPISODE #
Production :

ADVENTURE TIME

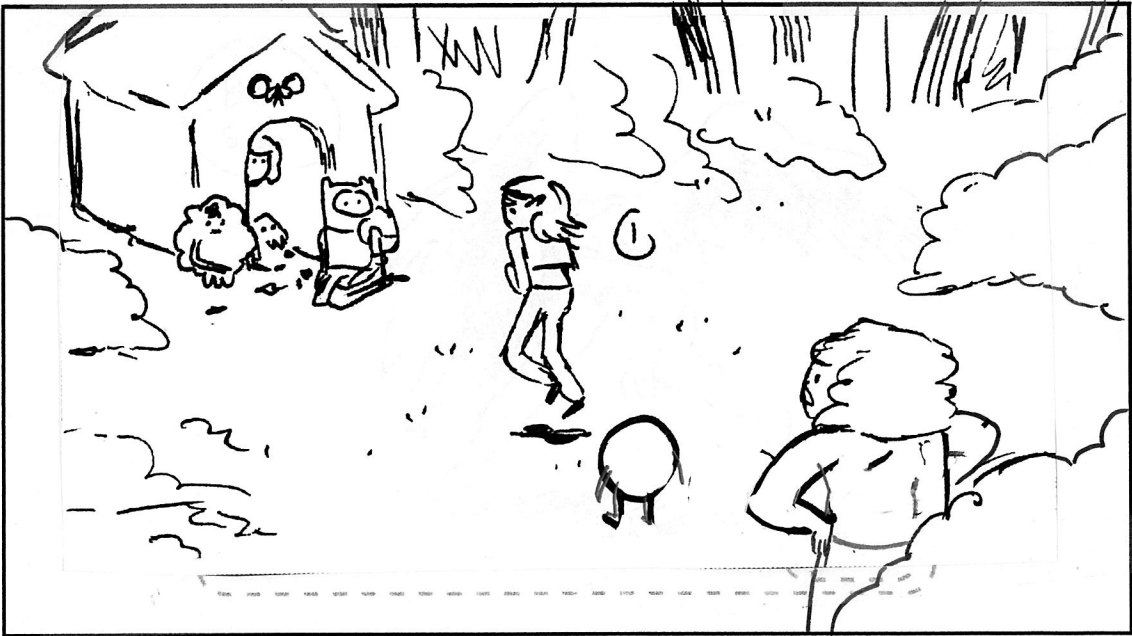


Sc. 189

Pnl. A

Bg.

day night

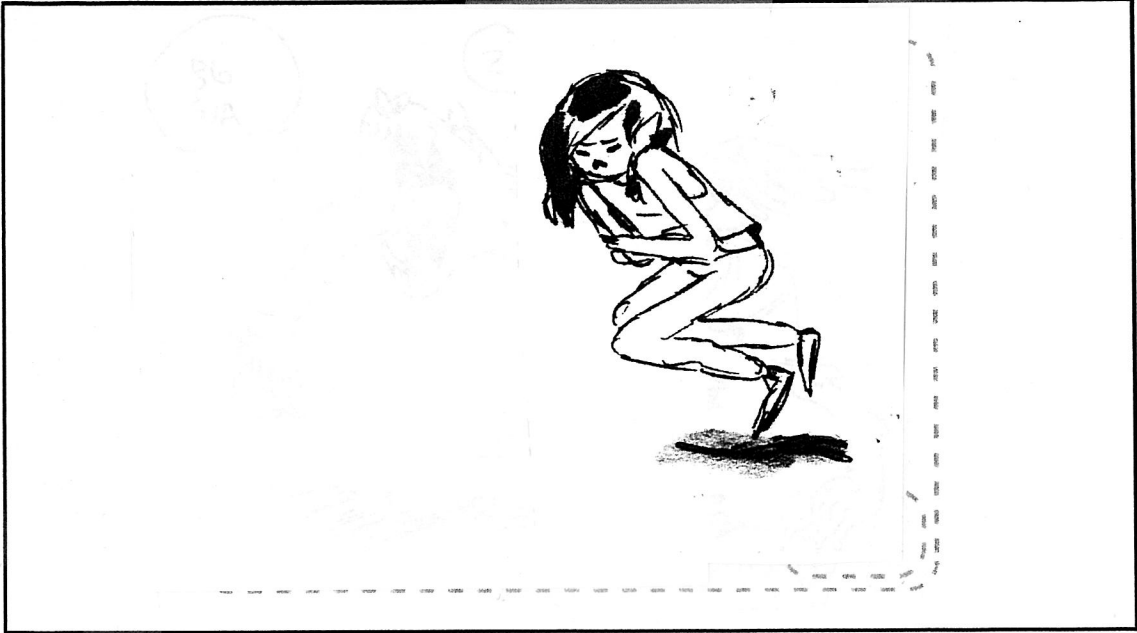


Sc. 190

Pnl. A

Bg.

day night



Dialog:

M: UGH, I DON'T FEEL SO HOT.

Action:

- M. GRABS HER STOMACH

Timing:



M: [GROAN]



Production :

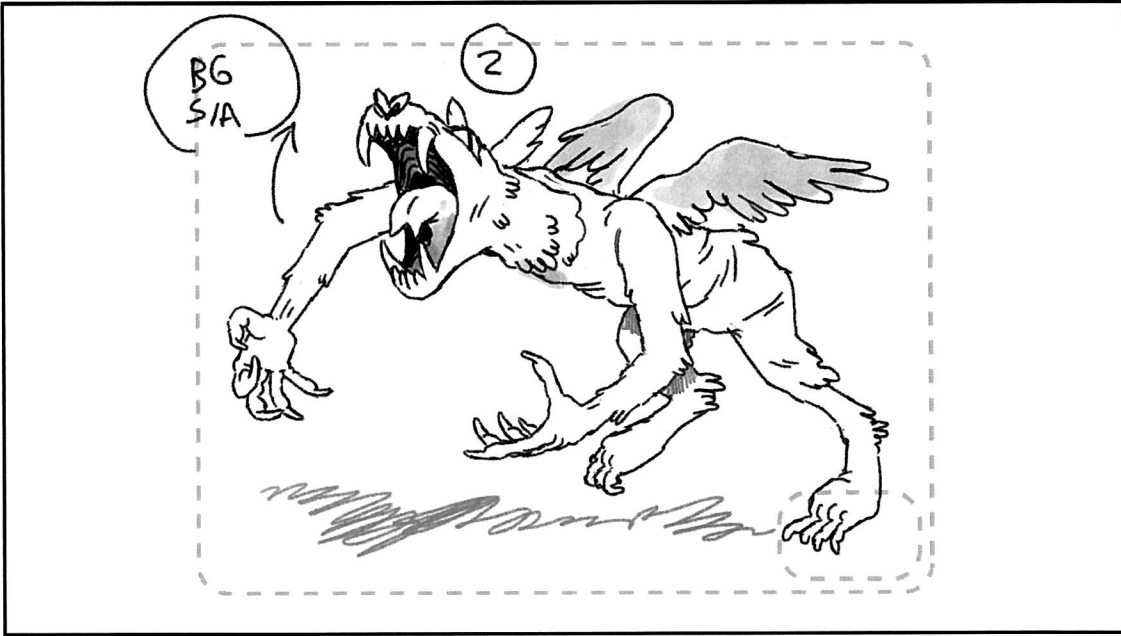
EPISODE #

1034-216

ADVENTURE TIME



Sc. 190 Pnl. B Bg. day night Sc. 190 Pnl. C Bg. day night



Dialog:

M/ * GROAN TURNS TO SCARY MONSTER GROWL * ~~~~~

Action:

- M. DOUBLES OVER, WINGS & EARS SPROUT.

Timing:

* NEXT 4 PANELS VERY QUICK *

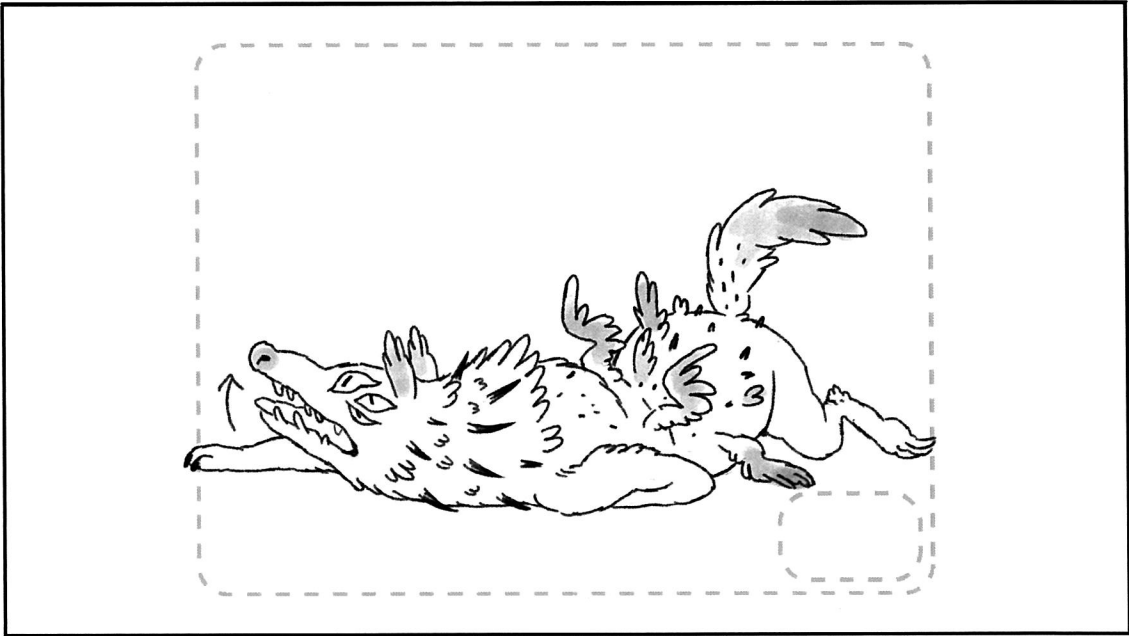
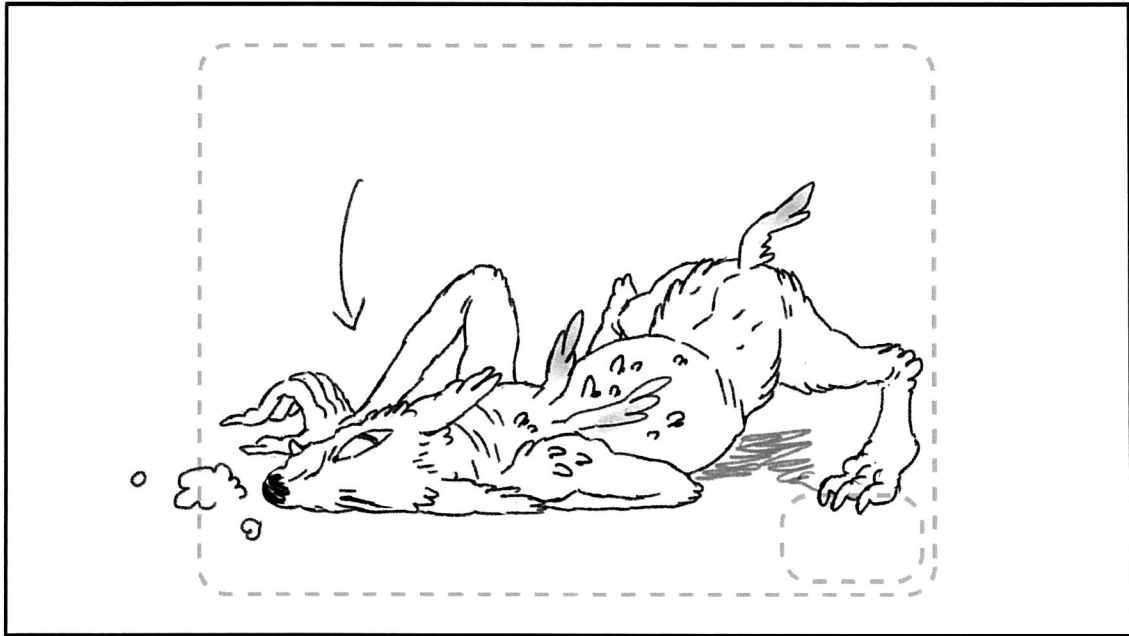
1 HEAD REARS UP, VAMPIREY, ELONGATES & SPROUTS BAT-LIKE NOSE, WHOLE BODY GETS RAGGED & HAIRY

EPISODE # 1034-216
Production :

ADVENTURE TIME



Sc. 190 Pnl. D Bg. day night Sc. 190 Pnl. E Bg. day night



Dialog:	SFX: * WHUMP *	MARCELINE : [MONSTER NOISES]
Action:	SLUMPS TO GROUND HEADFIRST, WINGS SHRINK & NUBS SPROUT	WEAKLY LIFTS HEAD - EXTRA EYES OPEN - MORE WEIRD NUBS & SPINES -SPIDER LEGS!
Timing:		

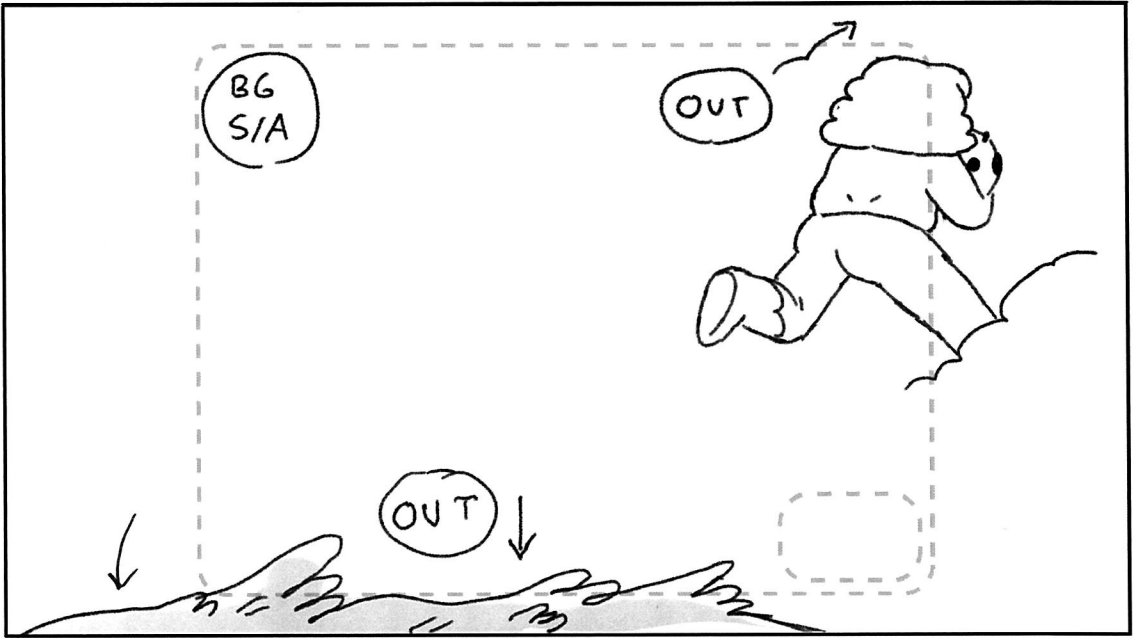
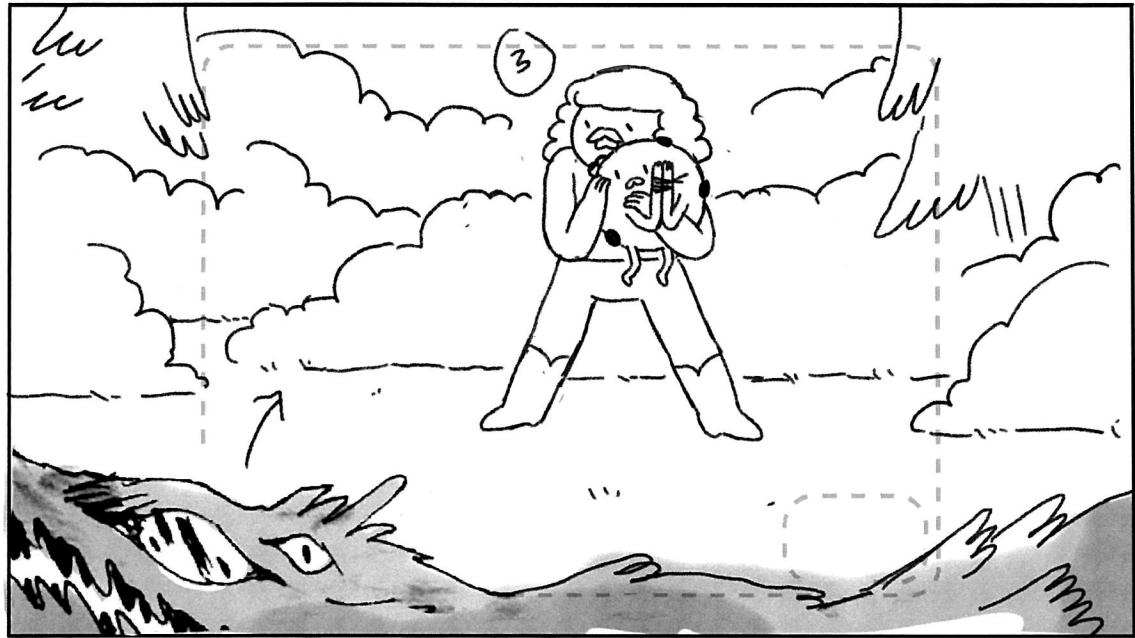
c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 254

Sc. 191 Pnl. A Bg. day night Sc. 191 Pnl. B Bg. day night



Dialog:	
<u>KOO/ YIKES!</u>	<u>KOO/ WELL BYE!</u>
Action: -M MONSTER WRITHING IN FG, - KOO PICKS UP CRUNCHY	- M. MORPHS OFF/S.
Timing:	

EPISODE # 1034-216
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 192	Pnl. A	Bg.	day night	Sc. 192	Pnl. B	Bg.	day night

Dialog:	
<p>M / * WEAK GROAN *</p> <p>PB / MARCELINE !..</p>	
Action:	
Timing:	
	<p>S.P. (A1) M TRANSFORMS TO NORMAL</p> <p>— F, PB & LSP RUN ON/S</p> <p>— PB STOOPS DOWN</p>

EPISODE # 1034-212

Production :

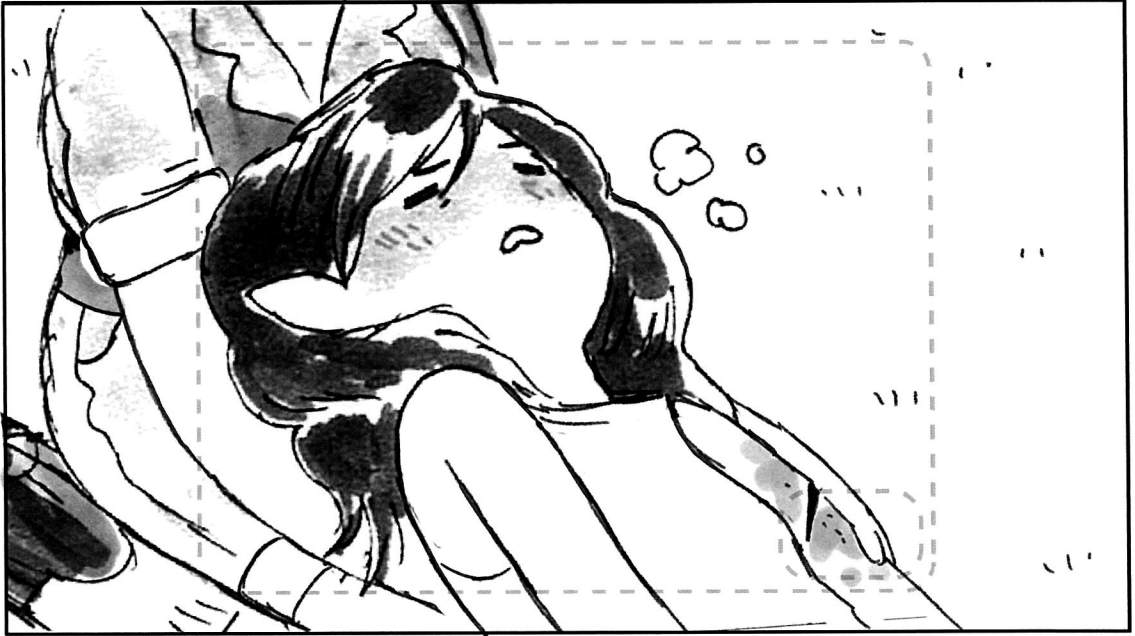
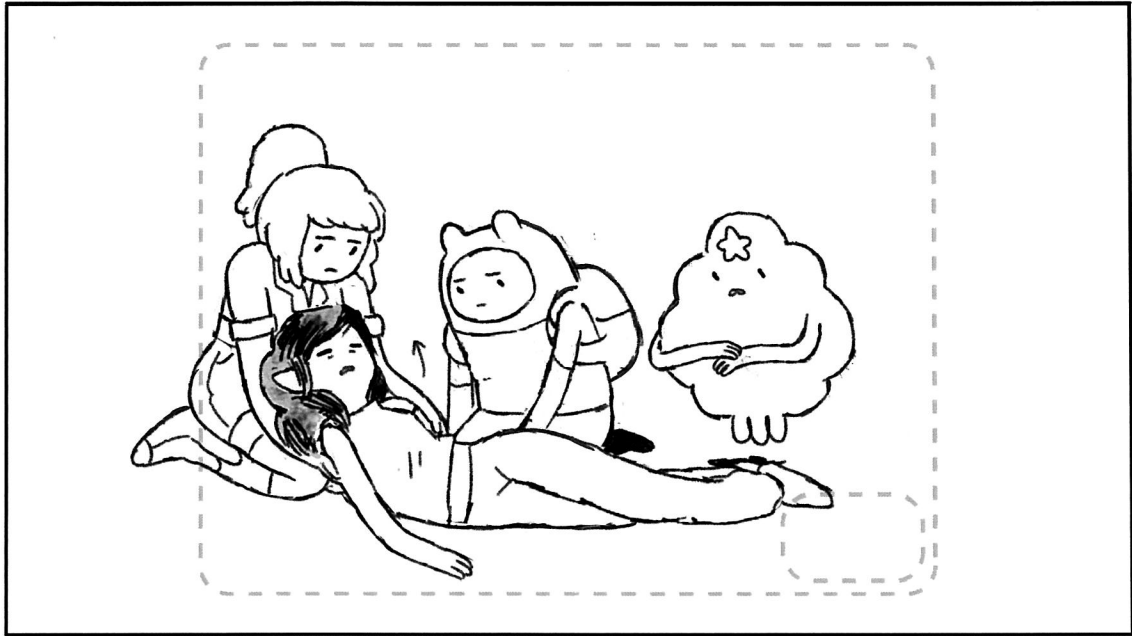
c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 256

Sc. 192 Pnl. C Bg. day night Sc. 193 Pnl. A Bg. day night



Dialog:	M/ * SICK SHALLOW BREATHS *
Action:	- PB ROLLS M ONTO HER BACK
Timing:	

1034-216
EPISODE #
Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unqualified and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



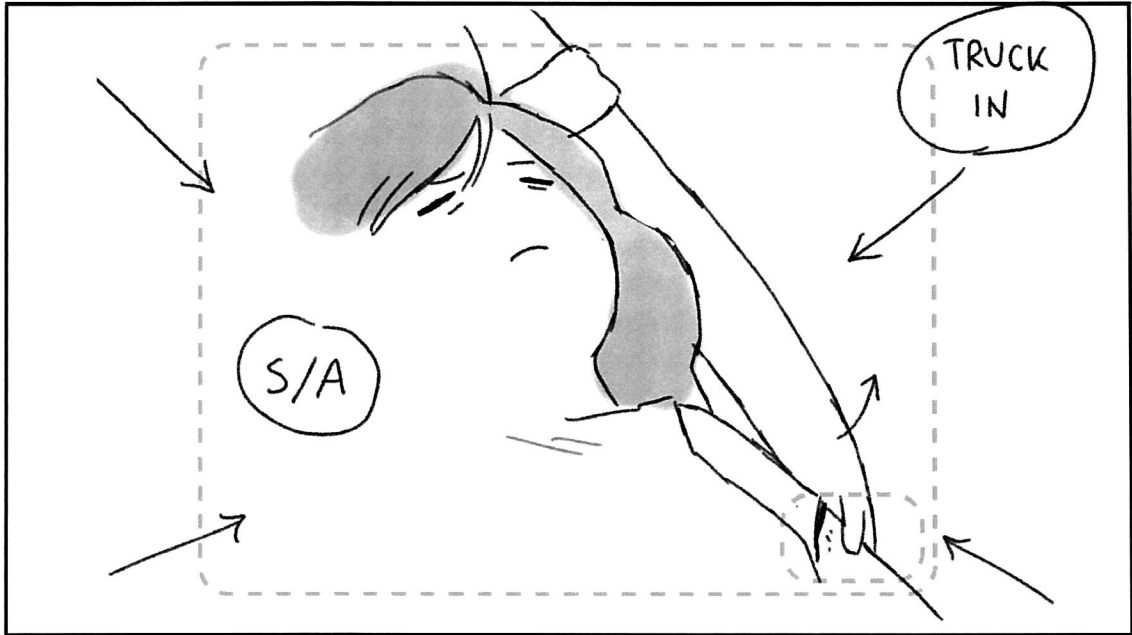
Page 257

Sc. 193

Pnl. B

Bg.

day night

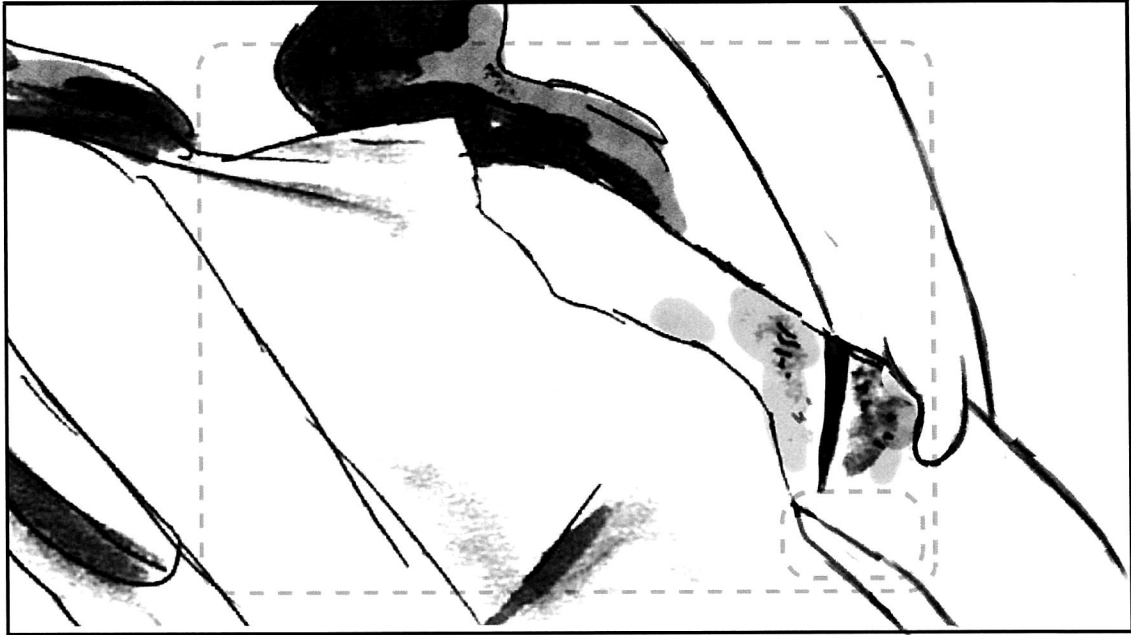


Sc. 193

Pnl. C

Bg.

day night



Dialog:

PB / OH NO ...

Action:

~ PB GRABS M'S ARM & LIFTS, TRUCK IN TO CUT

M'S CUT ALL BRUISED & POISONED - LOOKING

Timing:

1034-216

EPISODE #

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

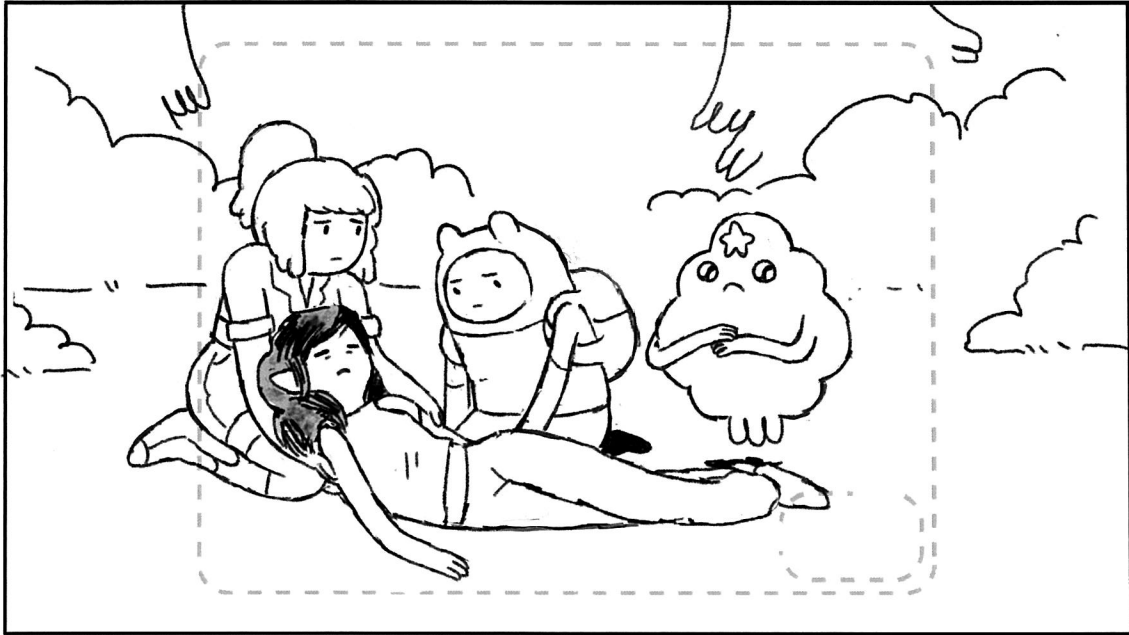


Sc. 194

Pnl. A

Bg.

day night

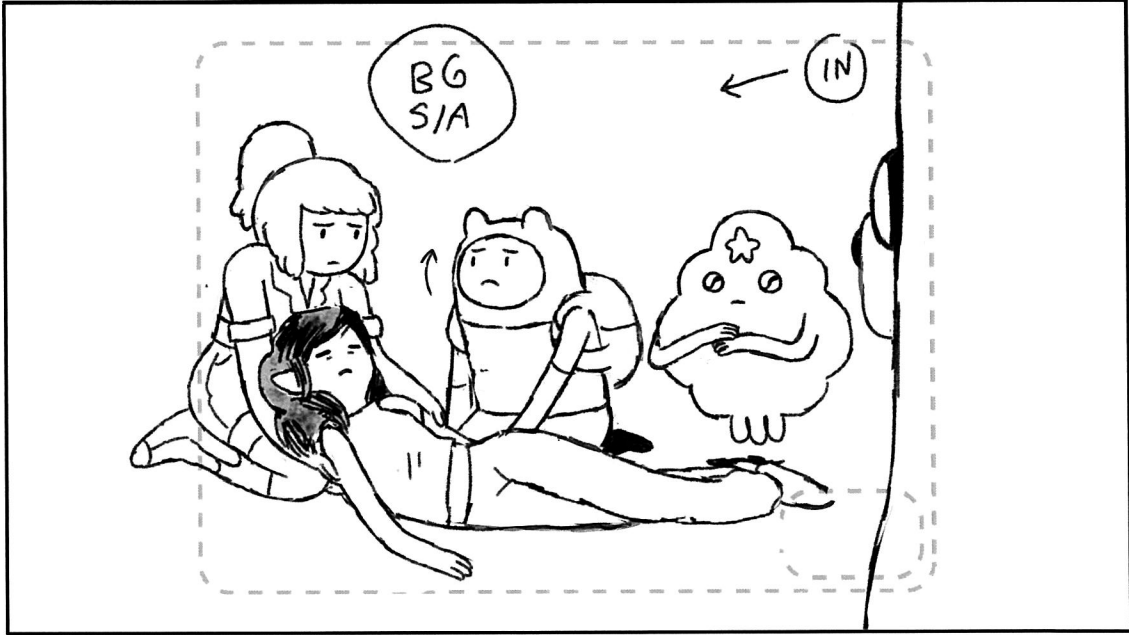


Sc. 194

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



SP



PB LOOKS TO LSP

- PB LOOKS TO F, J HOUSE SHUFFLES ON/S

Production :

EPISODE #

1034-216

ADVENTURE TIME

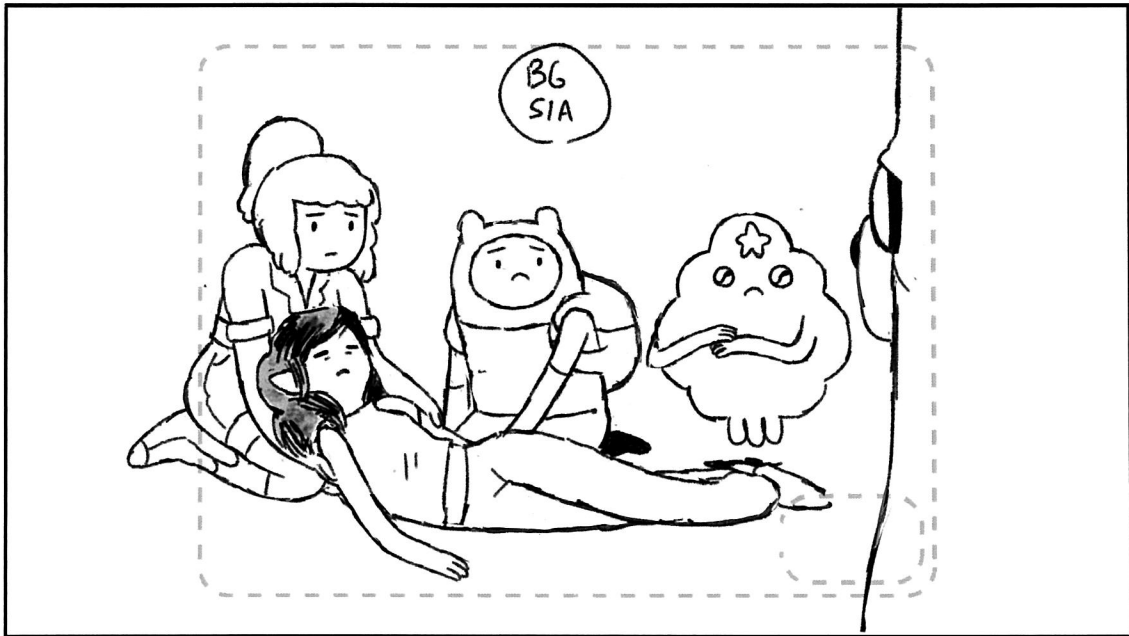


Sc. 194

Pnl. C

Bg.

day night

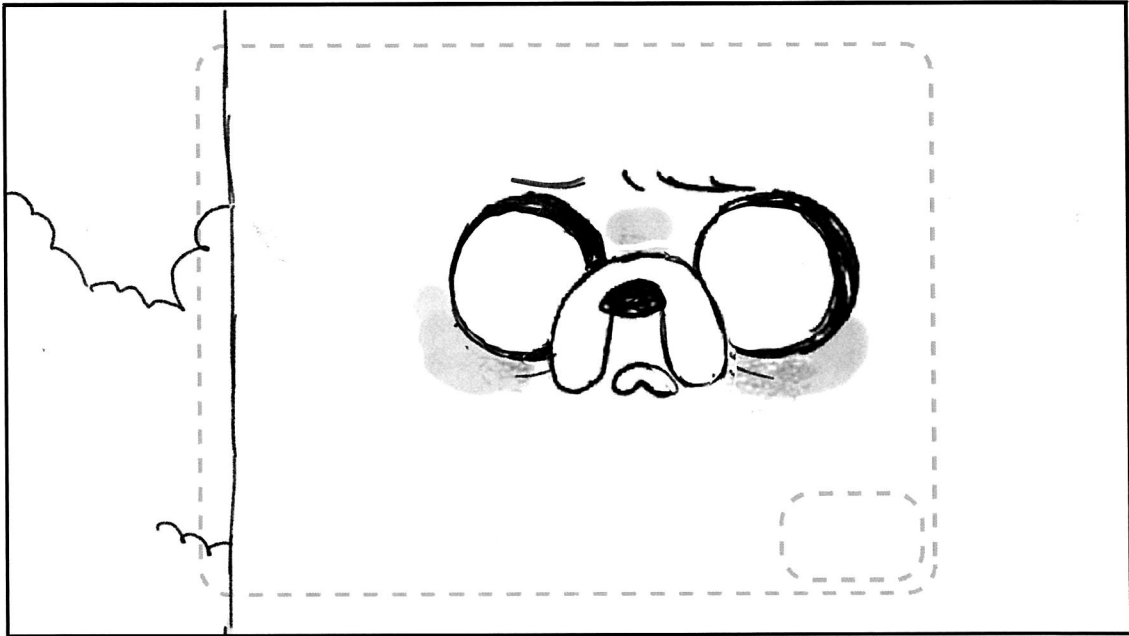


Sc. 195

Pnl. A

Bg.

day night



Dialog:

J/ UH... GUYS... I'M NOT FEELING THAT GREAT EITH-

Action:

- THEY ALL LOOK TO JAKE

Timing:

1034-216

EPISODE #

Production :

ADVENTURE TIME

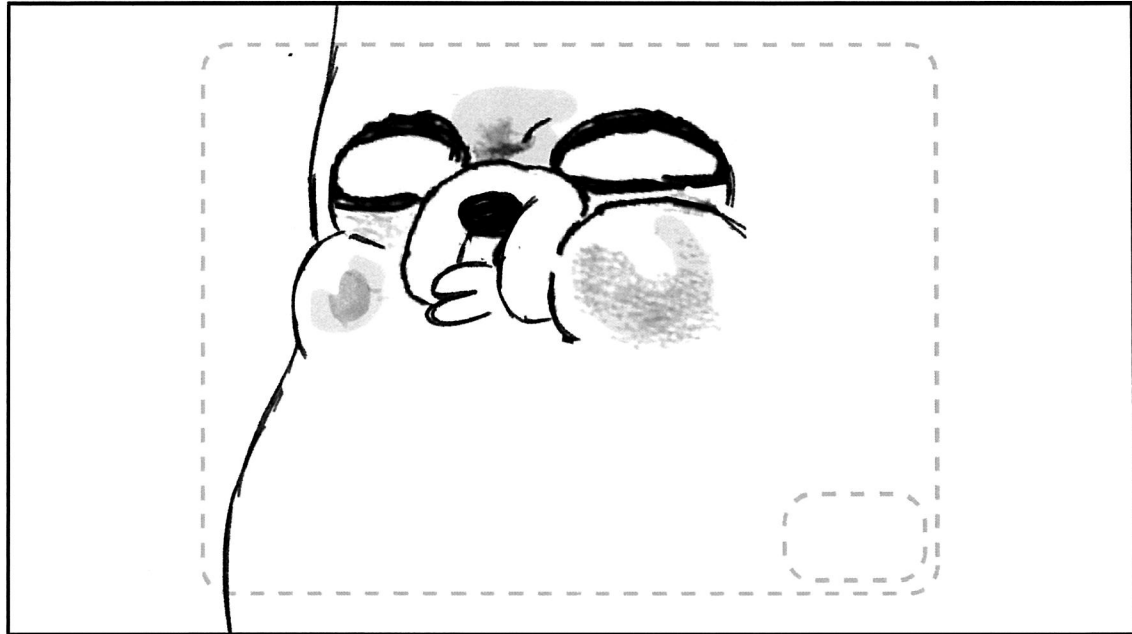


Sc. 195

Pnl. B

Bg.

day night

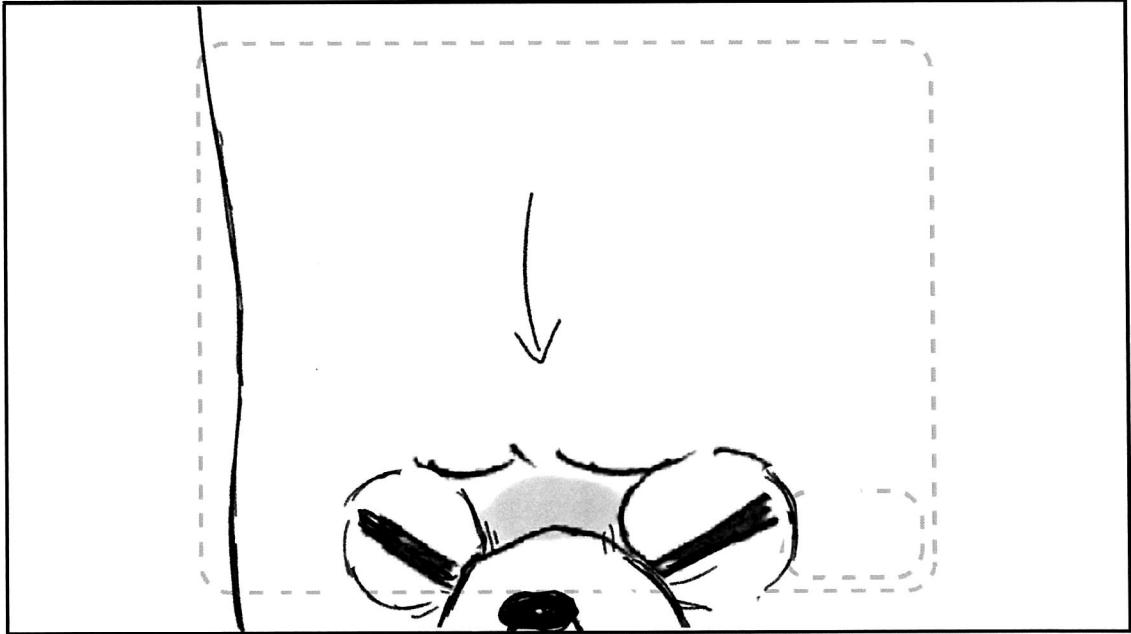


Sc. 195

Pnl. C

Bg.

day night



Dialog:	J / *BARF-BURP*	J / BLEHHHH ~
Action:	- J BARFS OFF/S	
Timing:		

c. 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



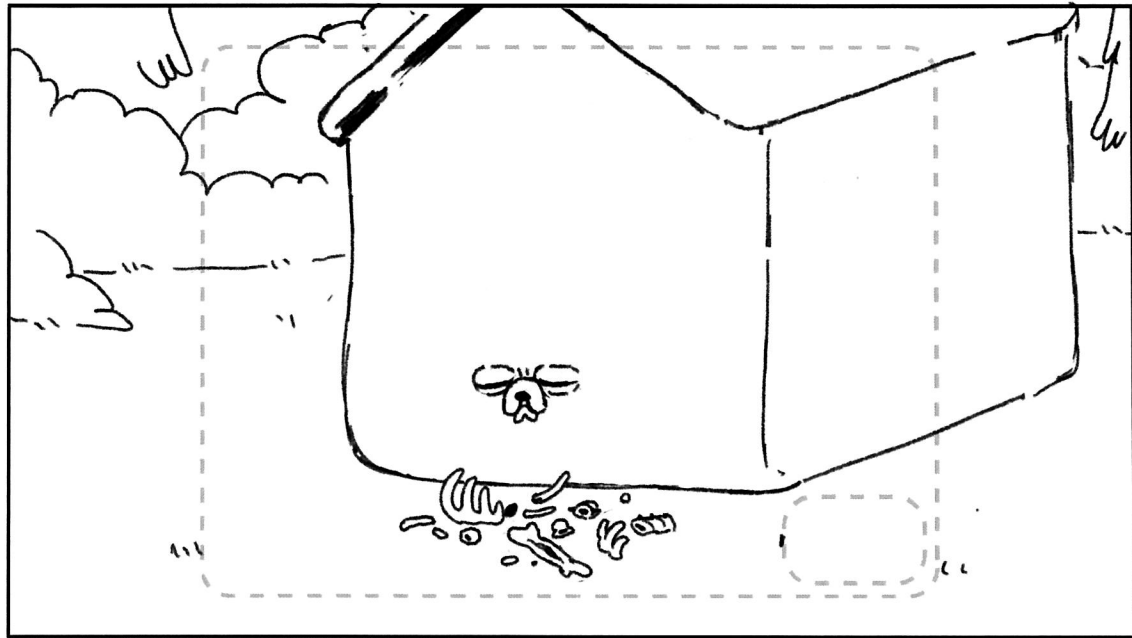
Page 261

Sc. 196

Pnl. A

Bg.

day night

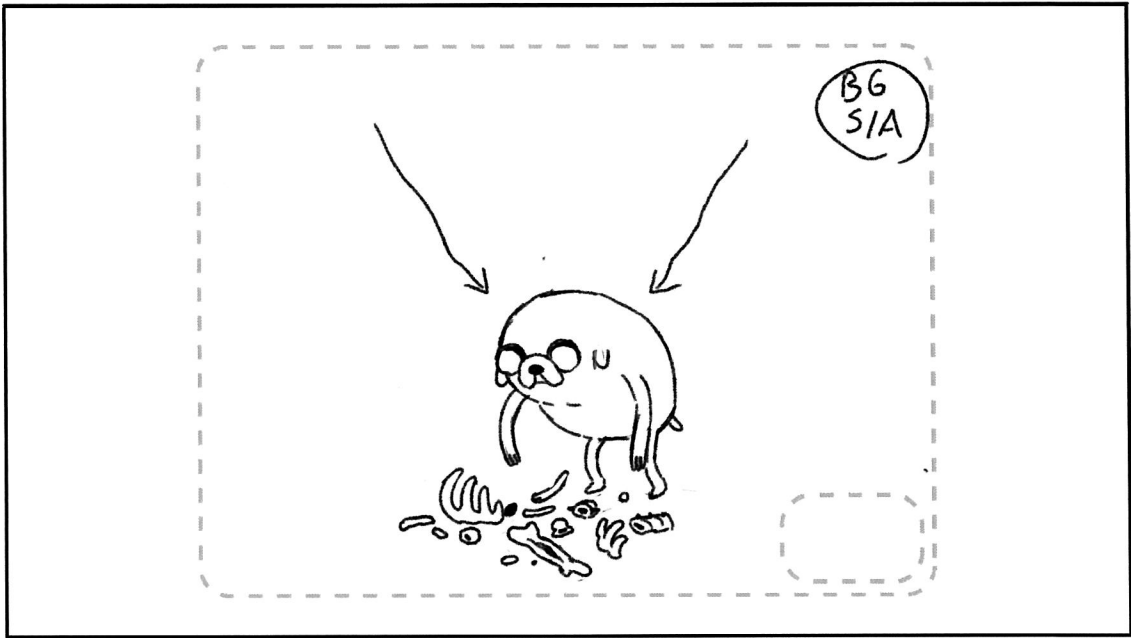


Sc. 196

Pnl. B

Bg.

day night



Dialog:

J/ UGH ...

Action:

- HIEROPHANT'S BONES ON GROUND.

J SHRINKS TO NORMAL

Timing:

Production :

EPISODE #

1034-216

ADVENTURE TIME

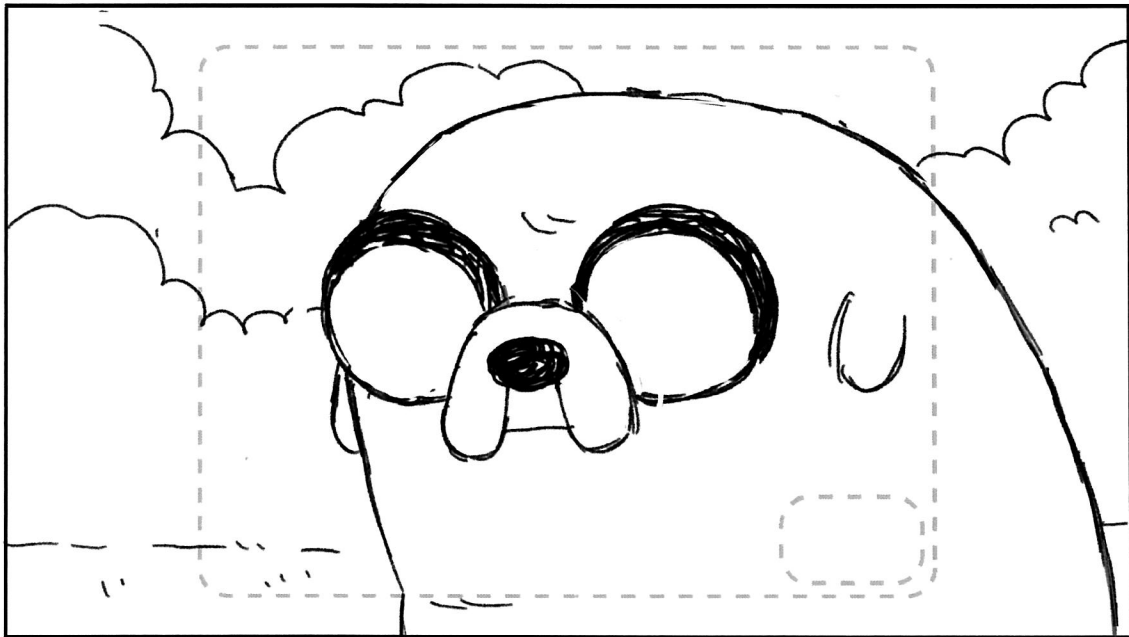


Sc. 197

Pnl. A

Bg.

day night

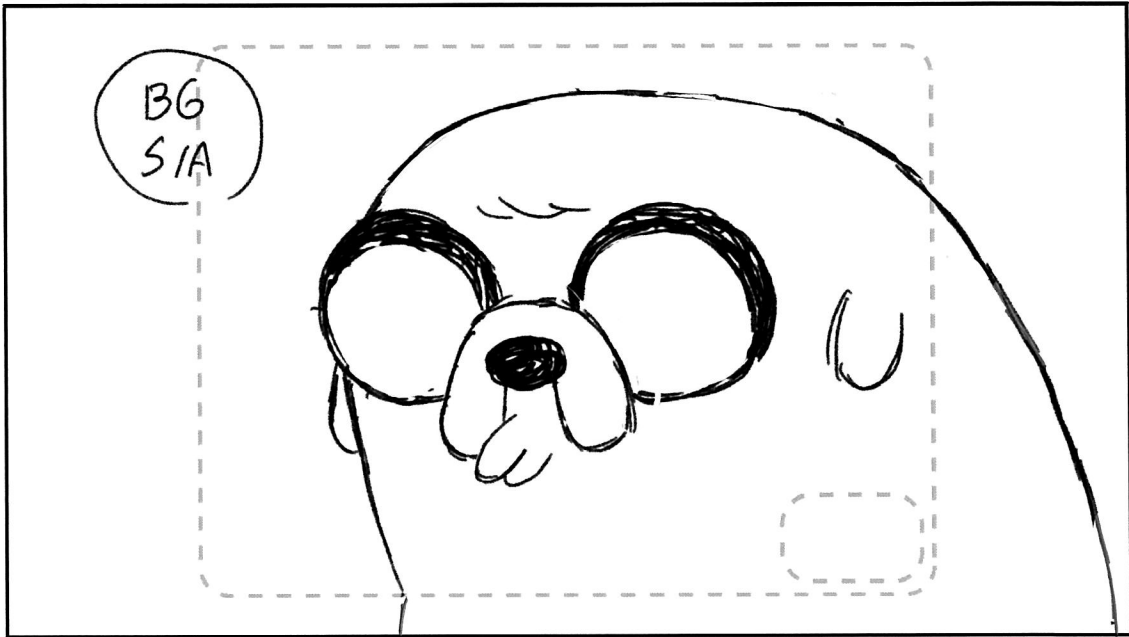


Sc. 197

Pnl. B

Bg.

day night



Dialog:

_J/ ...

_J/ * SMACKS LIPS *

Action:

Timing:

EPISODE #

1034-216

Production :

c. 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page X

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

to be continued...



RIP

Dialog:
Action:
Timing:

Production :

EPISODE #

1034-216